

ISSUE NO.  
**204**  
FEBRUARY

# GTM

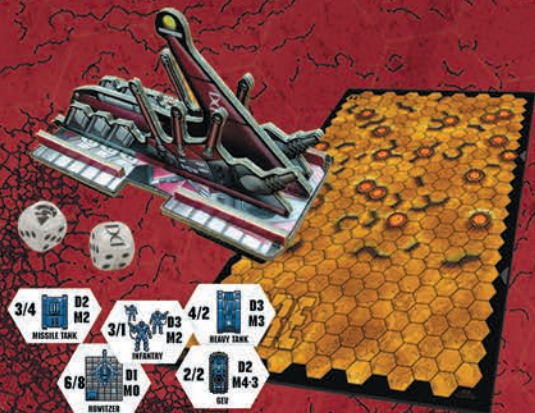
GAME TRADE MAGAZINE

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STEVE  
JACKSON  
GAMES



## IN THIS ISSUE:

- SOLVE THE RIDDLES IN SIXTY-MINUTES TO SURVIVE IN *UNLOCK!*, ASMODEE'S BRAND-NEW PUZZLING COOPERATIVE ESCAPE ADVENTURE SERIES!
- THE CAPED CRUSADER BRINGS HIS BRAND OF JUSTICE TO THE TABLETOP WITH *DC COMICS DICE MASTERS: BATMAN* FROM WIZKIDS!





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**DICEMASTERS.COM**



# UNLOCK!

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Asmodee.com

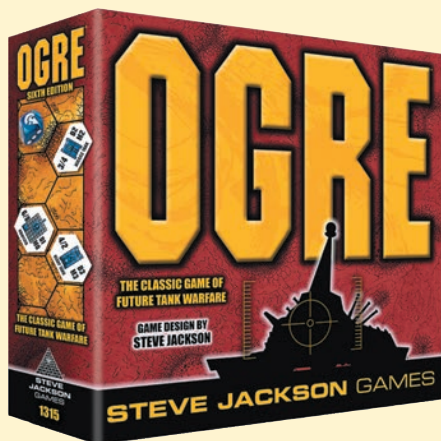
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Unlock! Escape Adventures:  
NLK01 | The Formula | \$14.99  
NLK02 | Squeek & Sausage | \$14.99  
NLK03 | The Island of Doctor Goorse | \$14.99





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by Ian Richards

Roll out to do battle at retail stores everywhere with Steve Jackson's inaugural series of Organized Play Programs.

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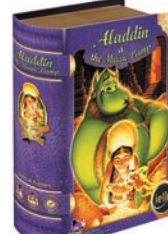
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# SUPERDUNGEON ARENA

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Raze the Arena.  
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Super Dungeon® models are required to play this game. Build a warband from your existing collection, or from Super Dungeon's range of prebuilt warband boxes. Model supplied unpainted.

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MINIFIGURES**



**SPOTLIGHTS**



**Catan Histories:  
Merchants of Europe**

Trade! Build! Settle! Become the most powerful merchant in all of Europe with *Catan Histories: Merchants of Europe*, by Catan Studio, LLC

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Forge Your Destiny! Slay the dragon, save the kingdom, and lay claim to the throne in Red Knight's *Sword of Kings Card Game*.

by Red Knight Card Games

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by Igor Sklyuev & Ekaterina Gorn

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by Sean Jacquemain

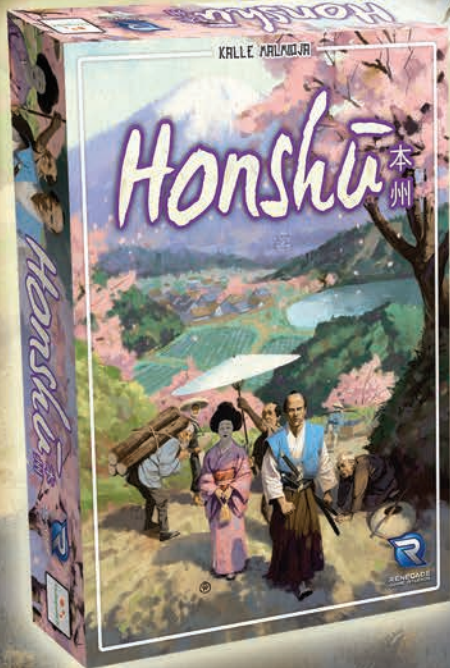
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# Honshū

本州

"Honshu is deceptively  
simple, fast and fun"  
- The Spiel



March 2017

[www.renegadegames.com](http://www.renegadegames.com)





**G**reetings dear readers - we interrupt your regularly scheduled hibernation so that we may welcome you to the February issue of *Game Trade Magazine*!

Hailing from Vermont originally, I have always loved winter but perhaps you're ready for some warmer weather? Well, we haven't quite figured out how to deliver higher temperatures with your GTM, but we can offer a sneak-peek of some the incredible games and hobby products that will be available come springtime. Check out the Games section this month and see what your favorite manufacturers have in store for you this April and beyond.

In the meantime, we've got another great issue for you this month; check out GTM-exclusive articles for the latest word on WizKids' upcoming *DC Dice Masters: Batman* set, the *Unlock* series by Asmodee, *Honshu* from Renegade Game Studios, and more!

Of course, that's not all! In this issue, you will find an exclusive "Paladin" promo card for *Sword of Kings* from Red Knight Card Games. Be sure to check out this issue's follow-up to last month's article for more information about this exciting new game.

And speaking of exclusives in this issue, check out the awesome poster from the team at Fantasy Flight Games for some exciting faction information from the world of *Runewars*.

We've only a little winter left so take the time to catch up with friends over a favorite game or two. There's nothing quite like the good times to be had sitting around the table role-playing or board-gaming with your squad, so take advantage of the colder weather and build some great memories while we all wait for spring.



It's in that spirit that I would like to dedicate this issue to my friend, Charles "Chaz" Hudson; we lost Chaz in late December when this issue was going to press and I would like to say that the times I spent with him at shows and conventions, our weekly games, and just hanging out are among my fondest memories. Chaz taught me a lot about how to be a better gamer, not just rules-wise but also about the kind of gamer I wanted to become: competitive with compassion, knowledgeable but with an open mind, and more.

Though life had taken us down separate paths towards the end, Chaz remained a source of indomitable humor and insight, and while I will miss my friend, I remain inspired by his good nature and sense of self.

Godspeed mi amigo, and game on.

-JG

**PUBLISHER** Alliance Game Distributors

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jlg@alliance-games.com

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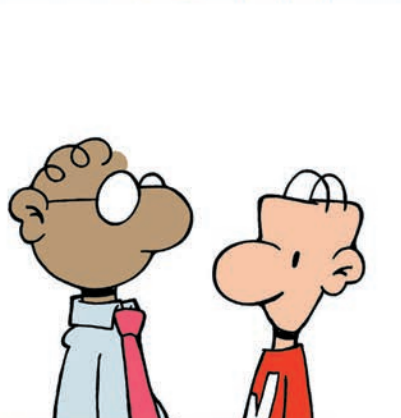
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# SHADOWRUN<sup>®</sup>

## BOOK OF THE LOST

### NO LONGER HIDDEN

**T**he Bastard, upright. A man in clown make-up stands in a broken skyraker window over another man on the verge of a long plummet. Near the clown's hand, a white rose. Opportunity, adventure, but also mania and frenzy. 404, upright. A woman crouches on the edge of a rooftop, holding a white rose. In the distance is the image of a woman in a red dress. Destruction, failure, collapse. Queen of coins. A woman in a red dress, lounging amidst luxury. She has material wealth but emptiness of soul. Upright, she is opulence, magnificent. Inverse is suspense, fear.

Opportunity and adventure abounds. Destruction and failure loom. Will the result be magnificence—or fear?

**Book of the Lost** takes the intricate art of the Sixth World Tarot and turns it into stories and campaigns for *Shadowrun* players. Full of plot hooks and adventure seeds, this book is a treasure trove of ideas, mysteries, and enigmas that can make memorable games. Open it and explore knowledge that had been lost but is now, here, rediscovered. And waiting for you.

**Book of the Lost** is for use with **Shadowrun, Fifth Edition**, and can easily be used with **Shadowrun: Anarchy** with minor NPC adjustments.

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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**From the Editor/Foreword:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**Cover Story:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**Features:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**Spotlights:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**Previews:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

**Designer Diaries:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.



**Reviews:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

**Exclusives:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!



**Games Section:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.





## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

### ALLIANCE GAME DISTRIBUTORS

#### SPOTLIGHT ON



**GAME TRADE MAGAZINE #203**  
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.  
GTM #203 \$3.99

#### ALC STUDIO



**FIRETEAM ZERO: EUROPE CYCLE EXPANSION**  
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Root").  
AUC #T022 \$19.99

#### KEY

There are symbols and terms found throughout Game Trade Magazine that mean the following:

**Offered Again (O/A)**  
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

**PI**  
Your store will set the price for all items labeled "PI". Check with your retailer.

### GAMES

#### INFLATABLE WW2

Scheduled to ship in November 2016.

**17POR SHELL (USED BY THE SHERMAN/FIREFLY)**  
AUC #HSH003 \$15.00

**75MM AP SHELL (USED BY THE M4 SHERMAN)**  
AUC #HSH001 \$10.00

**89MM SHELL (USED BY THE TIGER 1)**  
AUC #HSH002 \$15.00

#### ASMODEE EDITIONS



**AYE DARK OVERLORD! (THE GREEN BOX)**  
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Emperor falls to a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best tales to an unforgiving master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be played with The Red Box or the original Fantasy Flight Games version of the game for even more content! Scheduled to ship in December 2016.  
AOM #T11 \$24.95

#### ATLAS GAMES

#### OFFERED AGAIN

#### O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)

It's not a terrible and ancient city, risen from the depths of the Pacific, by a great cause. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a precious idol, to dreams of a dark cult, to landing on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in R'lyeh!  
AUG #T370 \$14.95

#### AVALANCHE PRESS

#### KOREAN WAR: COUNTER ATTACK

Driven back into the Pusan Perimeter, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, well-laid forces ranging northward and other units landing by sea at Incheon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panther Grenadier series based on these famous battles. Scheduled to ship in January 2017.  
APL #C39 \$39.99

#### BATTLEFIELD PRESS

#### D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG

Celebrating 30 Years of Nihon's Manga Craze! Ninja High School! The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Magus. Scheduled to ship in December 2016.  
S2P #P451 \$29.95

### BATTLEFRONT MINIATURES

#### DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

**FIRE GIANT**  
GFF #T053 \$40.00

#### THE PRINCESS AND THE GOBLIN

Based on the memorable children's tale by George MacDonald Young, Princess Irene, sent away to the country to be raised in a place nestled into the side of a mountain, half farmhouse and half castle, has stumbled into a conspiracy - of Goblins! Really, Goblins! They will just threaten the king and his palace and, of course, Irene. Can you uncover the path home, or will the goblins catch you in The Princess and the Goblin, a Game of Daring Escape? Scheduled to ship in December 2016.  
MIP #W4051 \$24.00

### BEZIER GAMES

#### NEW YORK SLICE

Shut! Chisel! Eat! You've just been given a shot at being the head chef of the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas, one dice at a time! Scheduled to ship in January 2017.  
PSI #E295L \$29.95

### BRAIN GAMES

#### GAME OF TRAINS

Be the first to get your train on in ascending, sequential order in Game of Trains! Scheduled to ship in August 2016.  
RGP #T175 \$12.95

**And be sure to ask your retailer about any related in-store events for your favorite games and products!**

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

### FEATURED ITEM

**Featured Item:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

### SPOTLIGHT ON

**Spotlight On:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

### OFFERED AGAIN

**Offered Again:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

### PI or Please Inquire:

Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



# STEVE JACKSON GAMES ORGANIZED PLAY PROGRAMS

## OGRE (SIXTH EDITION)

SJG 1315..... \$49.95 | Available December 2016!

### INCOMING TRANSMISSION FROM CENTRAL COMMAND.

*Commander, we've detected many Ogres advancing towards retail stores across the globe. Your mission: Rendezvous with other commanders at those locations, and defeat this attack.*

*Success will be well rewarded. Good Luck, Commander.*

### TRANSMISSION ENDS.

Roll out to do battle at retail stores everywhere, starting in January 2017! Steve Jackson Games is launching Organized Play Programs, and the first game to enter the fray will be *Ogre Sixth Edition*.

Soon after, SJ Games will launch programs for other classics and hits. In March, you'll be able to visit your local store to kick down doors, kill monsters, and collect treasure – as *Munchkin* Organized Play swaggers onto the scene.

And, later in the year, the long-awaited *Munchkin Collectable Card Game* will swashbuckle its way onto shelves, bringing organized play with it. The CCG will launch with a full suite of competitive formats, so you'll have plenty of diabolical ways to cheat, bluff, and fight your way to victory.

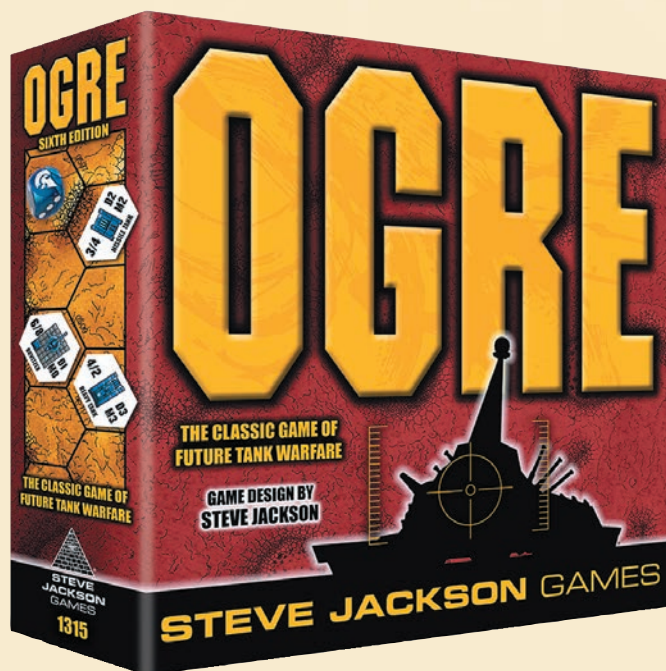
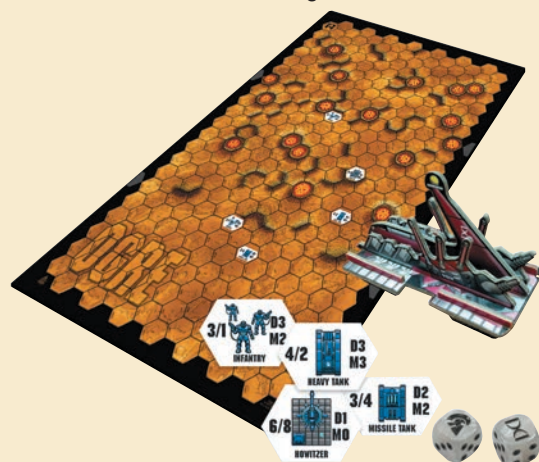
Go online to [sjgames.com](http://sjgames.com) for Organized Play updates throughout 2017.

### OGRE SIXTH EDITION ORGANIZED PLAY

Lead determined troops against a cybernetic megatank designed for your total destruction. Or play the *Ogre* – an artificially intelligent behemoth, assaulted on all sides by waves of infantry, artillery, tactical nukes, and inferior tanks. Either way, it'll take a lot of tactical decision making and maneuvering to outwit your opponent.

This intense experience is *Ogre Sixth Edition*, and it's available now in retail stores everywhere.

First released in 1977, *Ogre* is a classic, and remains one of the most popular tactical combat games ever published. Celebrating the game's 40th Anniversary, *Ogre Sixth Edition* offers a large-format map and 3-D constructibles for the Ogres and Command Posts.



New and existing *Ogre* fans should head to their friendly local game stores now for casual and competitive wargame-style *Ogre* events. Players can track their success from week to week, and possibly win store-provided prizes. Some adventurous stores are even running month-long leagues!

Have you got what it takes to be the most heroic commander, or the most ruthless *Ogre*? Whichever you prefer, you'll find willing opponents at all participating stores.

Formats supported: Casual, Leagues.



### OGRE SIXTH EDITION LAUNCH EVENT: FEBRUARY 11, 2017

This is a special event designed for retail stores to celebrate the launch of *Ogre Sixth Edition*. Players are invited to participate compete, and win *Ogre Sixth Edition* prizes.

If you missed this amazing day of *Ogre* mayhem, why not organize your very own store event and see who is victorious? Share photos of your event with #Ogre6E on Facebook or Twitter for a chance to win a copy of your own. And don't forget to tag your friendly local game store!





### CAR WARS ORGANIZED PLAY

In this high-octane miniatures game, players meet on the freeways of the future – where the right-of-way goes to the car with the biggest guns and the best maneuvers. A new edition of *Car Wars* is in production, updating the classic 1980 game with modern rules geared toward high-speed action.

Players in *Car Wars* build vehicles complete with weapons, armor, power plants, and more. Then they take them out onto desolate roads or brightly lit arenas, there to pit themselves and their vehicles against other drivers. Will you come home an “ace,” or will you crash and burn? The winners earn fame and cash to upgrade their rides. The losers are left to ponder what to build next.

With the release of the new edition late this year, we will open our garage and roll out Organized Play support for this classic game. Wannabe aces can cruise to local stores to prove their rides deserve the most respect.

Formats supported: Casual, Competitive, Leagues.

### MUNCHKIN COLLECTIBLE CARD GAME ORGANIZED PLAY

Players take on the classic heroic roles of Warrior, Wizard, Thief, Bard, Cleric, or Ranger – and then proceed to lie, cheat, steal, and bribe monsters to fight so they don’t have to. Bluffing is one of the quickest ways to win in this upcoming CCG, designed by award-winning game creators Eric Lang and Kevin Wilson. So yes, it’s a CCG – but it’s also got that mischievous *Munchkin* touch!

The cards are often clever sendups of well-known CCG tropes – like the Location card named “Land.” But the design is also deep enough that players will enjoy building strategic decks with powerful card combos. Try out the less-than-honest Thief, bluffing and cheating your way to victory. Or play the Wizard, with all the boom and bang spells you can muster. Avoid the strikes of the vicious Warrior or try to overcome the healing of the pious Cleric. Recycle cards for

the environment’s sake as the woodsy Ranger. Or play tricks to gain fans as a rockstar Bard. Anything goes on your way to fame and fortune... it says so on the cards!

Steve Jackson Games will launch an Organized Play Program with the release of the *Munchkin Collectible Card Game*. Stores will be holding pre-releases and a range of competitive tournaments, giving players the chance to prove they’re the best.

Formats supported: Casual, Competitive, Leagues

### WOWZERS! I WANT TO JOIN THE FUN!

To find a participating store near you, check out the Steve Jackson Games Store Locator at: [storefinder.sjgames.com](http://storefinder.sjgames.com). Then give them a call for start times. Grab your *Loaded Dice*, don your *Pointy Hat of Power*, and head on down to the store for more fun than pulling a *Chainsaw of Bloody Dismemberment* from a loot chest.

### MY LOCAL STORE MUST DO THIS!

We know! If your local store wants to offer any or all of these exciting Organized Play Programs, urge them to register as an Official Steve Jackson Retail Store at [storefinder.sjgames.com](http://storefinder.sjgames.com). We’ll send them details about what to do next, and help them offer Organized Play for the games you love.

### WHAT OTHER GAMES WILL YOU BE SUPPORTING WITH ORGANIZED PLAY?

A GREAT question! Throughout 2017, fans will be able to visit their friendly local game store and join the fun and excitement with Organized Play programs available for most of our brands. It’s going to be a very exciting, high octane, monster-slaying, Ogre- nuking year! Don’t miss out on our announcements regarding Organized Play programs and launch dates.

### I HAVE MORE ORGANIZED PLAY QUESTIONS!

If you have further questions, suggestions, or thoughts, contact SJ Games’ Organized Play Manager, Ian Richards, at [ian@sjgames.com](mailto:ian@sjgames.com).

### WHERE DO I GET MORE INFORMATION AS IT HAPPENS?

Stay in touch with all SJ Games products and Organized Play information by regularly visiting: [www.sjgames.com](http://www.sjgames.com)

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Ian Richards spent the first 32 years of his life in the UK, but fell in love with the USA when he moved here almost 20 years ago. Now a US national, Ian has spent all of those years developing Organized Play for leading industry companies. Ian currently works for SJ Games and lives in Orlando, Florida, where he enjoys frequent games of *Ghosts Love Candy* and the *Simon's Cat Card Game* with his wife and 8-year old daughter. Ian can also be found regularly visiting Orlando's awesome games stores, demoing games and staying in touch with the region's player communities.



# UNLOCK!

## ESCAPE ADVENTURES

Unlock! Escape Adventures

The Formula | NLK01 | \$14.99

Squeek & Sausage | NLK02 | \$14.99

The Island of Doctor Goorse | NLK03 | \$14.99

Available 1<sup>st</sup> Quarter 2017

### SIXTY MINUTES TO WIN

Escape rooms are unique in their ability to delight both thrill-seekers and the logically-minded. The rush of the countdown and the intrigue of a good puzzle come together to create fast-paced and immersive adventures which require you to think hard and act fast. With the latest release from Space Cowboys, *Unlock!*, you can bring this exhilarating experience home!

*Unlock!* is a series of cooperative escape adventures for up to six players. Each adventure is made up of a sixty-card deck depicting objects, maps, and puzzles.

While the free companion app tracks the allotted sixty minutes, players work their way through the card deck, combining cards and solving riddles in order to progress toward the exit. Every set of cards combined

and each code entered in the app will progress the game. Whether that's for better or for worse depends on how careful players are when making those decisions.

### THE PRESSURE IS ON

A starting card kicks off each game with a bit of exposition and a map of the room in which the players begin. Scattered across the card are other numbers, indicating the various objects around the room that you can see. The tutorial adventure, for example, begins in an office containing a chest, a blank television, a key, and a grid-style puzzle. By interacting with these various objects, players will gain access to other cards and clues that will lead them to their ultimate escape.

Not every card can be used or combined in the same way. Different colored stripes indicate different types of cards that interact in unique ways. The majority of the cards are red and blue, representing objects that can be combined with one another. Adding together the numerical values of a red and a blue card (for example, a key and a chest) will result in a sum that will likely match the number of another card in the deck. This will effectively unlock that card, allowing players to look at the other side—though it may not always be wise to do so. While a correct combination may progress the game, an incorrect combination can lead to penalties, removing time from the countdown clock.

Less often, players will encounter green Machine and yellow Code cards. Machines represent various kinds of puzzles, such as control panels or grids. When solved, these can also combine





with blue objects, though miscalculating machines is particularly dangerous. Codes are equally volatile, requiring players to figure out a four-digit code using various clues throughout the game. One wrong number will result in a clock-consuming penalty, leaving even less time to solve the puzzle.

The final escape of each adventure is determined by one of these four-digit codes. Once players believe they've figured out the code, they will enter it into the app and discover whether they're wrong—losing time to find the real sequence—or whether they've correctly identified the solution and won the game!

## • The FORMULA •

In *The Formula*, players must venture into the tunnels of New York's subway system in search of an illusive and clever chemist's laboratory. A number of traps and puzzles will lead them to the valuable serum the doctor was developing, but not before a trapdoor door closes behind them and a recording announces that they have sixty minutes before the room self-destructs.

## SQUEEK & SAUSAGE

*Squeek & Sausage* is a cartoon adventure that pits the team of escape artists against Professor Noside as they attempt to stop the evil genius from activating his doomsday device.



The professor is no stranger to foiled plots, so his traps are plenty and his puzzles irritatingly difficult. With one hour until the planet is destroyed, you'd really best get moving.

## The Island of Doctor Goorse

The most challenging of these first three adventures is *The Island of Doctor Goorse*. A crash-landing leaves all players stranded on an eccentric collector's island and split into two distant groups. With communications down and only ancient relics to work with, every choice will be twice as valuable—or twice as damaging—in your attempt to escape before you become just another artifact on the island.

...



Asmodee.com





## DC DICE MASTERS: BATMAN 90-COUNT GRAVITY FEED

WZK 72435 ..... \$89.10 | Available May 2017!

This May, WizKids is excited to present *DC Comics Dice Masters: Batman*. This 124-card expansion features the heroes and villains of Gotham, the New Gods, and other popular DC comic book characters. *DC Comics Dice Masters: Batman* adds a lot of fresh content to *Dice Masters* while still maintaining the popular dice-building action including **Flip** cards that feel like an extra team member to call on when needed, **Boomerang** and **Gadgeteer** keywords to keep action dice circulating and outside of the player's bag, and the **Common Ground** keyword to create surprising team-ups during Rainbow Drafts and beyond!

Action Dice will also be getting exciting new uses in *DC Comics Dice Masters: Batman*. **Batarang: What Goes Around Comes Around** debuts the new **Boomerang** game mechanic. After using Batarang to deal three damage to a target villain, the **Boomerang** keyword may bring the die back to your Prep Area if you successfully roll a non-engery face on the die. **Mister Miracle: Show Must Go On** uses his New God-inspired magic to give **Boomerang** to all your action dice!

Another new buff to action dice comes in the form of **Gadgeteer**. When a character with **Gadgeteer** attacks, you may roll a continuous action die from your Used Pile and field that die if you roll an action face. **The Question: Find the Answers** couples **Gadgeteer** with the ability to get +1A and +1D when you use an action die.



It has been said that Batman is *always* prepared to take on any threat to Gotham, hero or villain. *Dice Masters* players have wanted to be just as prepared for their opponents, and one way they can be is by including an extra character on their team. The new keyword **Flip** helps provide this while representing Batman's determination to protect his city. **Batman: Always Prepared** begins the game with the ability to reroll your opponent's Villain dice when he is fielded, but at the beginning of your turn, you may flip over his card to reveal a new ability. Batman has been preparing for the day his friends in the Justice League turn on humanity; when a Batman die is now fielded, your opponent must reroll all of their non-Villain character dice. This ability provides a player with the power to protect themselves from threats, villainous or heroic, with the inclusion of a single card on their team.

Having access to more options to respond to your opponent is one aspect of *Dice Masters* strategy, but the characters on your team must also work well together. Sometimes heroes and villains find that they have common ground to provide the synergy a player needs. *Flashpoint's* **Thomas Wayne: Surgical Precision** has the new **Common Ground** keyword that gives him +1A and **Fast** when attacking with a villain. Pairing Thomas Wayne with diabolical **Hush: Matters of the Heart**, +2A and +2D if there are any active Batman characters, is the type of synergy that wins games.

Experienced *Dice Masters* players understand that rolling more than the standard four dice is both fun and crucial for victory; the evil forces of Apokolips are a thematic way to do this. **Parademon: Strength in Numbers** allows a player to draw additional dice using **Swarm** and deal a point of damage to their opponent at the same time. A player can use the energy from those extra dice to purchase **Darkseid: Erasure**, which allows you to sacrifice your Parademons to draw even more dice. For a complete dice-drawing engine, a player should add Gotham's own **Harley Quinn: New Queen of Crime** to their team as she will allow them to draw and prep a die for each villain they field. Should a character with **Swarm** end up in the Prep Area, **Darkseid's Global** allows you to send it to the Used Pile and draw a new die to replace it in the Prep Area. Just a few turns with the combo on the table should be all it takes to send Batman spiraling through time, or win a game of *Dice Masters*.

*DC Comics Dice Masters: Batman* is a stand-alone Gravity Feed release that allows players to recruit Batman, The Joker, Owlman, Big Barda, and many more. Visit your friendly local game stores to pick up *DC Comics Dice Masters: Batman*, releasing this May.

...





*François Gandon*

# QUADROPO POLIS

## Public Services

Expansion



**DAYS OF  
WONDER**

[DAYSOFWONDER.COM](http://DAYSOFWONDER.COM)

Quadropolis: Public Services | DO8502 | \$15.00





# MERCHANTS<sup>TM</sup> OF EUROPE

Over the years, a series of historical *Catan*<sup>™</sup> scenarios were published in German with English rules included. After 2002, these scenarios became part of the *Catan Histories*<sup>™</sup> line of games. Each game in this line is published simultaneously in both German and English, and make pivotal points in interactive and exciting. They use the familiar *Catan* rules while incorporating new ideas to convey the themes. The third game in this line is *Merchants of Europe*<sup>™</sup>.

## Build a Network of Trading Posts and Deliver Your Commodities

It is the late Middle Ages and trade is beginning to flourish in Europe. Economic groups like the Hanseatic League and merchants from Northern Italy are expanding this network of fledgling trading posts. These movers and shakers vie against each other for profit, power, and prestige.

In *Merchants of Europe*, you become one of these merchant princes! Recruit an army of merchants and send them out to establish trading posts. The commodities you trade are rich and diverse. Your caravans carry fur from the north, cloth from Flanders, wine from the south, spices from India, and salt, the preserver of food.

The more trading posts you have, the more commodities you can sell profitably in foreign cities. You win the game if you are the first player to deliver all of their commodities.

## Playing the Game

Each player starts the game with three trading posts in central Europe, one caravan, and one trading route. As the game progresses, the productivity of the hexes adjacent your initial trading posts declines, encouraging you to open up new trading posts throughout the game.

You produce lumber, ore, grain, wool, and salt (resources) each turn based on a dice roll, the locations of your trading posts, and the terrain types of adjacent hexes. You then use these resources to recruit merchants, open up trade routes, and put together caravans adjacent to your existing cities. You can also buy development cards.

You spend grain to move your merchants. When a merchant ends its turn on an empty city-site, replace it with a new trading post. This frees up a commodity token for delivery.

You spend salt to move your caravans along trade routes. When one of your caravans moves adjacent to an opponent's trading post that does not already have a commodity token, you may deliver one of your freed commodity tokens.

## Gold

You get gold when you play certain development cards and whenever you receive zero resources on a non-seven production roll. You also get gold when you connect a citysite to the trading post network for the first time. You can spend two gold for a resource of your choice. You must also pay gold to move one of your caravans along your opponents' trade routes.

## Winning

If you are the first to deliver all of your commodity tokens, you win. So, you must not only expand your economy, but upgrade your infrastructure. The player who balances building trading posts with developing an efficient network of trade routes usually finds themselves the winner, and the most prolific Merchant of Europe!





# CATAN™

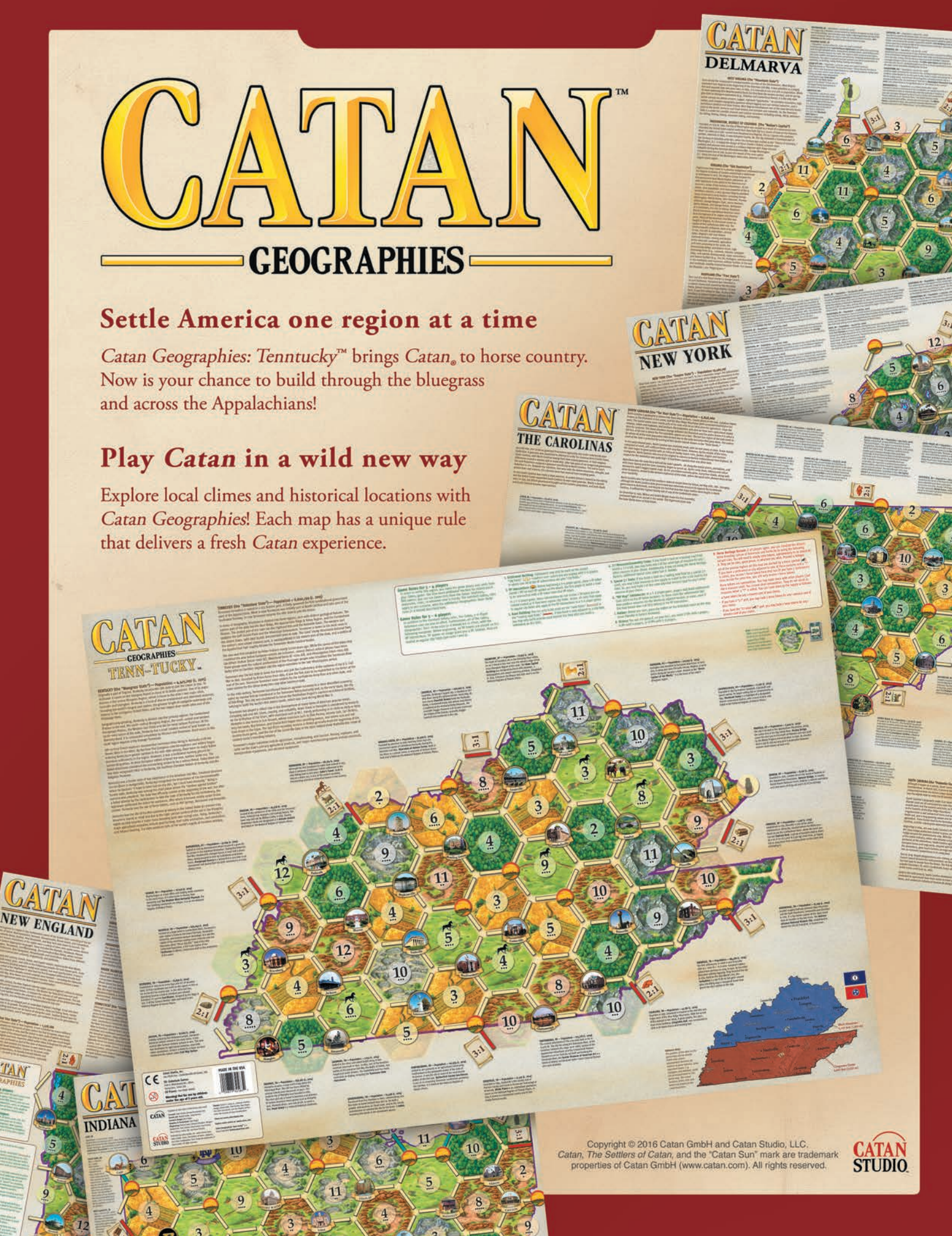
## GEOGRAPHIES

### Settle America one region at a time

*Catan Geographies: Tenntucky™* brings *Catan*® to horse country. Now is your chance to build through the bluegrass and across the Appalachians!

### Play *Catan* in a wild new way

Explore local climes and historical locations with *Catan Geographies*! Each map has a unique rule that delivers a fresh *Catan* experience.





# Honshū 本州

## HONSHU

RGS 00567 ..... \$25.00 | Available March 2017!

Designed by Kalle Malmioja and featuring art and graphics by Ossi Kiekkala and Jere Kasanen, *Honshu* pushes the boundaries of what a "card game" can do, providing plenty of clever card play in a beautiful presentation that gamers of all sorts will thoroughly enjoy.

Set in feudal Japan, *Honshu* is a game of hand management, map-building, and resource control. Players take on the roles of nobles seeking to expand their holdings through thoughtful timing, smart tactical choices, and creative tableau building. *Honshu*, originally published by Lautapelit.fi, was a sold-out hit at Essen 2016 and, thankfully, the team at Renegade Game Studios is publishing *Honshu* for North American gamers in early 2017.

*Honshu* is primarily comprised of a deck of 60 cards, numbered 1-60, each of which has a unique 6-square map grid. Players are dealt six cards (for six rounds) and, in turn order, play cards to try to win initiative by playing the highest value card in a round. Players choose which of the map cards they get to place into their tableau in an order determined by the numbers on the played cards. In a clever but subtle twist, after three rounds, the players pass their hand to an opponent adding tension to the choice of cards you play because you know whatever you don't play your opponent will receive. After two 6-card rounds, tableaus are scored and the player with the most points win.

Speaking of those tableaus – the map cards have a mix of features including lakes, forests, cities, deserts, resource spots, and factories. Lakes, Forests, Cities, and Factories all provide end game points – but each scores differently meaning you'll have to carefully place your cards to maximize scoring opportunities. Another subtle but incredibly compelling twist is that when you place a map card, it must overlap the current tableau by at least one square. This doesn't sound like a big deal, but that simple placement rule creates challenges and opportunities. It's exciting and rewarding when you manage to over-undo a card just right to ensure an unbroken city block or an ever-expanding lake.

And *Honshu* isn't just about cards – there's a small set of resource cubes, too. You receive these cubes when you add a card to your tableau that has a resource location on it. These cubes can serve one of two purposes. At the end of the game you can deliver a resource to a matching

factory for points. Simple, right? Not quite, because those same cubes can also be used to increase your initiative when choosing cards. When a card is played during the Card Selection Phase, a player may add an available cube from their tableau which increases the value of the card by 60. Moreover, whatever resource is used sets the resource type for the round, meaning if someone else wants to play a cube to increase their card's value it must match the previously played cube's type.

This resource play enhances the simplicity of both the resource management and card selection, and adds some of the toughest decision points to the game. When do you sacrifice a resource to ensure that you pick the card you want? When do you sacrifice guaranteed low points for a chance at a higher point factory? And what happens when a resource location is blocking you from connecting your city units?

Simple choices, puzzling map building, crafty resource management... on top of all of that, *Honshu* also has a set of optional end game scoring cards that incentivize a specific scoring strategy which increases the competition for cards with certain features. Maybe columns of forests will score bonus points or factories can take two resources instead of just one. These cards help add variety to gameplay and up the ante during the Card Selection Phase as players vie for first pick of the cards.

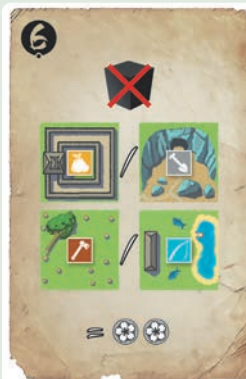
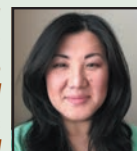
In *Honshu*, each choice you make has a lasting impact and watching your map grow is rewarding. While you set your sights on a strategic plan for your map, you must earn your ability to fulfill that plan through savvy card play. And your ability to be flexible and creative with your map tableau while maximizing your resources will ultimately determine your success. *Honshu* is truly a beautiful,

simple, and deeply compelling game.

"There's a sense of accomplishment as you see your city grow and spread." – Tom Vasel, The Dice Tower

...

Suzanne Sheldon is a board game and social media enthusiast. She is part of the Dice Tower Network team and a regular on Board Game Breakfast. Suzanne also coordinates the annual #GenCant event (the unconventional convention for those who can't Gen Con.) Suzanne lives in the Seattle, WA area with her non-gaming husband and her two children who, thankfully, love games.





# Wrath of Dragons

A 'RESOURCE DESTRUCTION' GAME

Take on the mantle of a most powerful dragon. Awaken each century, terrifying and rapacious. Lay waste to settlements and cities. Burn crops... Consume flocks... Hoard treasure...

And pass into legend as the greatest dragon of any age!

A "resource destruction" game.



## AVAILABLE NOW

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# Sword of Kings<sup>®</sup>

## Card game



Sword of Kings card game

Red 001 / \$24.99 / Available NOW

Welcome to the magical world that is Sword of Kings, the premier game of Red Knight Card Games. From the moment you pick up the box you will be drawn into this world by its beautiful artwork. Then as you read the instructions you will find yourself completely immersed in a kingdom locked in turmoil. You soon discover the future of the kingdom is in your hands as you must try to defeat a dragon, its minions and even a mountain itself, all the while trying to outsmart other knights who are trying to make sure you fail. Are you up to the challenge?

### HISTORY OF THE SWORD

The evil dragon has been laying waste to the kingdom from its lair in the volcanic mountain. The king decided to end the dragon's reign of terror and went in search of the evil beast.

Unfortunately, things did not go as planned and the king was killed by the dragon. To make matters worse, the dragon took the king's symbol of power (The Sword of Kings) to its lair. The kingdom has since plunged into darkness as you and the other knights fight each other for the right to be king. Knowing the only way to unite the land is to recover the Sword of Kings, you turn your attention to the volcanic mountain eerily looming in the distance. Your exhilaration grows as you rush towards it, confident you are ready to face whatever dangers stand between you and the Sword of Kings...



### GAME OBJECTIVE

The excitement begins as you assume the role of one of the knights vying to become king. The initial goal for you and the other players is to use the various tunnel cards to build your own unique tunnel from your Cave Entrance to your Dragon's Lair. While building your tunnel, each of you will discover wondrous magical objects to use and encounter friendly people and creatures willing to help you on your perilous quest. At the same time, you will find evil creatures and natural disasters (Tunnel Delays) to play on the other knights to slow their progress. Once inside the lair, you must fight the dragon that is defending the Sword of Kings. This stage of the game becomes even more exciting as you may be forced to lose a turn as you dodge the dragon's fiery breath or you might get lucky enough to pick up the Sword of Kings and use it against the dragon. But don't get too confident if you pick up the sword, because the dragon may just knock it back out of your hands. The game ends when you or one of the other knights defeats the dragon and claims the honor of becoming king.



AGES  
13+

2 - 4  
PLAYERS

30 - 40  
MINUTES

CONTENTS: 108 Playing Cards, 2 Dice, 20 Counters,  
Instruction Sheet and Quick Reference Guide

You can find us on the web at [SwordOfKings.com](http://SwordOfKings.com) and [RedKnightCardGames.com](http://RedKnightCardGames.com)  
We are also on Facebook under "Sword of Kings card game"



## Begin your quest today



[www.redknightcardgames.com](http://www.redknightcardgames.com)

GTM FEBRUARY 2017





# WONKY®

THE UNSTABLE ADULT PARTY GAME



Radioactive and highly unstable alien “WONKY” element cubes have been discovered! As a member of the Hazmat team players use “PROTOCOL” cards to stabilize the cubes. By following protocol and stacking the cubes players are able to defuse the situation. But beware, toppling the cubes can cause “SIDE EFFECTS.” First player to finish following all their “Protocol” cards and have no cards in hand at the end of their turn WINS!

**Ages: 21+ | Players: 2+**  
**Playing Time: 15-30 min.**

**CONTENTS:** Wonky Cubes, 54  
Protocol Cards, 15 Side Effect  
Cards, Instructions



Wonky Element  
Cubes



Protocol Cards



Side Effect Cards

**AGES 21+  
2 OR MORE PLAYERS**

**SIDE EFFECTS  
INCLUDE:**

SIDE EFFECT 3628:  
**ATOMIC EYES**  
NO EYE CONTACT



SIDE EFFECT 0986:  
**PHONE EFFECT**  
NO TOUCHING PHONES



**WATCH WONKY  
IN ACTION!**



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FOR CHILDREN

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# DEADWOOD STUDIOS USA

Lights. Camera. Fall off the roof. Welcome to Deadwood Studios, home of the million-movie month. You're a bit actor with a simple dream: to get paid. You and your cohorts will spend the next four days dressing up as cowboys, working on terrible films, and pretending you can act.

In *Deadwood*, the players are lowly bit actors who spend their days roaming the Deadwood Studios backlot in search of roles like "falls off roof," "crying woman," and "dead man." As you work these roles, you earn money and credit, which you can spend to earn a higher rank and take better-paying roles. If you manage your time and resources well, you'll become the best actor at Deadwood Studios and win the game!

The First Edition of *Deadwood* was released in 1999 during the "golden age of Cheapass Games," a period of about three years when game designer and Cheapass Games founder James Ernest released a new game almost every month. The game's popularity earned it an Origins Award nomination for Best Board Game as well as a spot in the GAMES 100.

But that wasn't good enough for Ernest. In 2010, he used his decade of new design experience to give the game a thorough tune-up, and released it as a free print-and-play at [cheapass.com](http://cheapass.com).

In 2013 *Deadwood* was released as a thoroughly updated version called *Deadwood Studios, USA*, and helped to kick off an era of new "deluxe" games by Cheapass. In its latest incarnation, *Deadwood Studios, USA* received a major facelift with new art by comic artists Phil Foglio (*Girl Genius*) and Cheyenne Wright (*ArcaneTimes*, *Unexploded Cow*).

What changed in the new edition? A hundred little things that, taken as a whole, make the game work better by adding more relevant player decisions, fewer frustrating situations, and transforming *Deadwood* into a quicker, cleaner experience. One example is the new "rehearsal" rule, in which players working on difficult roles can practice their lines to make it easier to succeed.

"When players have a high-risk option," says Ernest, "they should also have a low-risk option that's roughly as good. Being forced into either path isn't fun. But too many games offer only the high-risk route, like playing poker but without the option to fold. We call this being stuck on the Crazy Train."

Here's how rehearsal works. Each role has a difficulty between two and six. To get your lines right and advance the scene, you have to roll one die, and get equal to or higher than this number. In the original game, there was no way to improve your roll, so getting a six was really difficult, and walking off the role was costly. In the new rules, you can't walk off the role, but you can rehearse to give yourself a permanent +1 to your roll.

If a role is too hard, you can choose the low-risk path, and spend a few turns rehearsing to make it easier. When you have enough +1's to improve your chances, you can decide to roll. This "non-Crazy-Train" option was missing from the First Edition, and it gives players a worthwhile strategic option aside from leaving a successful high roll up to chance.

Many other game mechanics have changed from the First Edition. Players can no longer drop in rank, upgrades are priced differently, the board has fewer spaces

and can be rearranged to make different backlot layouts, and high-rank actors can now take any role "beneath them," so a rank-6 actor can take any role on

the board. These are just a few of the many adjustments Ernest made.

Overall, the new *Deadwood Studios, USA* "delivers on the promise," to use Ernest's term, offering various strategies for different player personalities, with no strategy being clearly the best.

Of course, *Deadwood* is also just plain funny, and now includes lines of dialogue for all the roles, as well as spectacular artwork and top-notch components. In its polished, full-color, "deluxified" edition, *Deadwood Studios, USA* has cemented its place in the library of beloved Cheapass Games classics. Look for it at your favorite local game store today!

What better month to celebrate *Deadwood Studios* than February, the month of the Oscars? Show us your best theatrical poses and melodramatic expressions in front of your friendly local game store's Cheapass Games section, and you could win a signed copy of *Deadwood Studios, USA* along with some shiny Cheapass Games promo items. For more information, please visit: [www.cheapass.com/act-badly](http://www.cheapass.com/act-badly)





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



#### GAME TRADE MAGAZINE #206

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 206 .....\$3.99

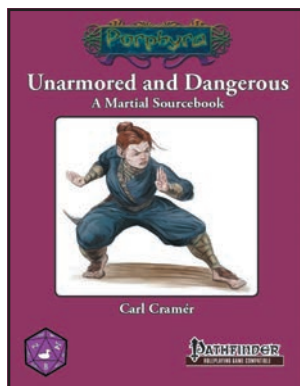
ART FROM PREVIOUS ISSUE

## 4 WINDS FANTASY GAMING

### PATHFINDER RPG: UNARMED AND DANGEROUS

Taking inspiration from fighting legends around the world, *Unarmed and Dangerous* introduces various styles of martial arts and disciplines designed for the unarmed or lightly armored warrior - mystic ascetics, canny fencers, daredevils of luck and charm, and scarred warriors simply to tough to die. Presented are over 30 easy-to-use, *Pathfinder*-compatible archetypes for most classes, as well as five full classes - the boxer, fencer, lin kwei, mystic dancer, and swordmage. Scheduled to ship in March 2016

S2P 4WF212 .....\$19.99



#### Unarmed and Dangerous A Martial Sourcebook



Carl Cramer



## 9TH LEVEL GAMES



### KNUCKLE SAMMICH (KOBOLDS ATE MY BABY)

Uh-oh! You're late! Lunch is nearly over and the sandwiches are running out! It's time to put some sandwiches in your belly and fast - before King Torg (ALL HAIL KING TORG!) and the other Kobolds eat 'em all (or worse yet, eat you!). You may just have to make your own lunch with some **KNUCKLE SAMMICHES!** *Knuckle Sammich* is a fast-playing card game of take-that shenanigans, occasional yelling, and delicious sammiches rooted in the universe of the eponymous, cult-classic roleplaying game *Kobolds Ate My Baby!* Scheduled to ship in February 2017.

IMP 9LG2400 .....\$20.00

## ACADEMY GAMES



### 878 VIKINGS - INVASIONS OF ENGLAND

The year is 878. For the past 75 years, Viking raiding parties from Norway and Denmark have been terrorizing the coasts of England with 'hit and run' attacks. The treasures and stories gained from these attacks have allowed the Norsemen to raise huge hosts of eager men seeking glory and riches. These armies now stand poised to thunder across England where they will settle and farm the fertile land they conquer. The divided English kingdoms are unprepared for this impending onslaught. The Vikings are coming! Bring history to life in *878 - Vikings*. Thunder across England as invading Viking Berserkers and Norsemen searching for land and wealth, or gather Men-at-Arms as English royal Housecarls and noble Thegns to resist the onslaught of the Viking Hordes. Scheduled to ship in April 2017.

PSI AYG5500 .....\$70.00

## ALDERAC ENTERTAINMENT GROUP

### SPOTLIGHT ON



#### THE CAPTAIN IS DEAD

Survive the alien onslaught - or become space dust! *The Captain is Dead* puts you and up to six friends onto your own starship, under attack from hostile aliens and systems going down left and right. Worst of all, your heroic leader, the Captain, is dead! Now it falls to you, the valiant crew, and the various skills you bring to the table to repair the ship enough to escape - while fending off the alien onslaught! From the Chief Engineer to the Janitor, you never know which combination of survivors you may have, making each game a unique challenge! Scheduled to ship in February 2017.

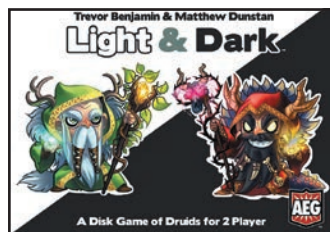
AEG 5897 .....\$49.99



### DESTINATION FUN COMBO PACK (TRAINS, PLANES AND AUTOMOBILES EXPANSIONS)

This combo pack features three full expansions for each game in AEG's popular 'Destination Fun' series - *Trains: Coastal Tides Expansion*, *Planes: Round Trip Expansion*, and *Automobiles: Racing Season Expansion*. Scheduled to ship in March 2017.

AEG 5873 .....\$79.99



#### LIGHT AND DARK

Flick, Flip, Fun! In *Light & Dark*, two players compete to see if they can turn druids to the side of the light or the dark. Flick druid disks across the table in an attempt to convert your opponent's druids, or light and extinguish torches to win the game. Fast and fun, *Light & Dark* will have you flicking excited! It's the best flicking time you'll ever flicking have! Scheduled to ship in January 2017.

AEG 5891 .....\$14.99



### SMASH UP: WHAT WERE WE THINKING? EXPANSION

Never let a cute face fool you, there's a beating awaiting you behind those cuddly smiles (didn't *Pretty Pretty Smash Up* teach you anything?!) But, it doesn't end there - if you survive the onslaught of the teddy bears, you have rock stars, grannies, and explorers to contend with! Seriously, what were we thinking?! Scheduled to ship in March 2017.

AEG 5511 .....\$24.99



#### THINK IT UP!

How many professions starting with the letter 'M' can you name in one minute? Who will give the longest female name starting with 'W', or the shortest drink starting with 'R'? Think fast, or your opponents will run ahead of you! In *Think It Up!*, the fast-paced party game of letters, words, smarts, and speed, you don't need to be the most knowledgeable to win, just smart enough to answer faster than anyone else! Scheduled to ship in February 2017.

AEG 5894 .....\$24.99

## ARES GAMES

### SAILS OF GLORY



#### ARTESIAN 1765/ROLAND 1771

AGS SGN109A .....\$21.90





**HMS BAHAMA 1805/  
HMS SAN JUAN 1805**  
AGS SGN112C .....\$21.90



**PRINCIPE DE ASTURIAS 1794/  
SAN HERMENEGILDO 1789**  
AGS SGN111C .....\$23.90



**SANTA ANA 1784/  
MEJICANO 1786**  
AGS SGN111A .....\$23.90



**HMS LEANDER 1780/  
HMS ADAMANT 1780**  
AGS SGN110A .....\$21.90



**PROTEE 1772/EVEILLE 1772**  
AGS SGN109B .....\$21.90



**HMS LEOPARD 1790/  
HMS ISIS 1774**  
AGS SGN110B .....\$21.90



**REAL CARLOS 1787/  
CONDE DE REGLA 1786**  
AGS SGN111B .....\$23.90



**SHMS PROTEE 1780/  
HMS ARGONAUT 1782**  
AGS SGN109C .....\$21.90



**SAN AGUSTIN 1768/  
BAHAMA 1783**  
AGS SGN112B .....\$21.90



**PETIT ANNIBAL 1782/  
LEANDER 1798**  
AGS SGN110C .....\$21.90



**SAN JUAN NEPOMUCENO 1766/  
SAN FRANCISCO DE ASIS 1767**  
AGS SGN112A .....\$21.90

## WINGS OF GLORY

Scheduled to ship in February 2017.



### BATTLE OF BRITAIN STARTER SET

In the summer and fall of 1940, after the fall of France, the German Luftwaffe faced the Royal Air Force in the first major military campaign fought entirely in the air - the Battle of Britain. This was the prelude to the invasion Hitler planned for the British Islands - Operation Sealion. An ultimate German victory was at hand, and British pilots bravely flew into battle, fully aware of what a defeat would bring to their country and the entire free world. Now, with the WW2 *Wings of Glory: Battle of Britain Starter Set* you can bring to life the epic aerial duels between the Axis and Allied aces on your tabletop. Defend Britain as an Allied pilot, controlling one of the most iconic WW2 airplanes, the Spitfire, or fly dangerous missions as a German pilot in a powerful Messerschmitt Bf.109 fighter. Four airplanes are included in this set, each fully assembled and painted, as well as a full-color rulebook, a scenarios booklet, and a rich assortment of counters, rulers, and airplane console boards. Scheduled to ship in February 2017.

AGS WGS003A .....\$69.90



**HAWKER HURRICANE MK.I**  
AGS WGS403A .....\$14.90



**JUNKERS JU.87 B-2**  
AGS WGS404A .....\$14.90



**MESSERSCHMITT BF. 109 E-3**  
AGS WGS402A .....\$14.90

## SWORD & SORCERY



### CUSTOM DICE PACK

Scheduled to ship in March 2017.

AGS GRPR109 .....\$12.90



### DOORS & CHESTS

Scheduled to ship in March 2017.

AGS GRPR110 .....\$14.90

## SPOTLIGHT ON



### SWORD & SORCERY - IMMORTAL SOULS

In *Sword & Sorcery - Immortal Souls*, up to five players control one or more of these legendary characters brought back to life by powerful sorcery, to fight against the forces of evil, controlled by the game itself. In *Sword & Sorcery - Immortal Souls*, heroes grow stronger during their story-driven quests. Along the battles, they acquire soul points that regenerate their souls, restoring their legendary status with multiple powers, magic, soul weapons, and powerful artifacts. An innovative A.I. system allows the control and management of enemies by the players, giving them intelligent behavior and creating interesting battles every time, with no Game Master required. Scheduled to ship in March 2017.

AGS GRPR101 .....\$79.90





**SUPERMARINE SPITFIRE MK.I**  
AGS WGS401A.....\$14.90

## ASMODEE EDITIONS



### BOARD GAME SLEEVES (100)

<b>EXTRA LARGE - 2.5625" X 3.9375"</b>	
ASM BGS407.....	\$5.99
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ASM BGS402.....	\$4.99
<b>MEDIUM - 2.25" X 3.5"</b>	
ASM BGS403.....	\$4.99
<b>MINI - 1.625" X 2.5"</b>	
ASM BGS405.....	\$3.99
<b>OVERSIZE - 3.125" X 4.75"</b>	
ASM BGS408.....	\$7.99
<b>SMALL - 1.6875" X 2.625"</b>	
ASM BGS404.....	\$3.99
<b>SQUARE - 2.75" X 2.75"</b>	
ASM BGS409.....	\$4.99
<b>STANDARD - 2.5" X 3.5"</b>	
ASM BGS406.....	\$4.99

## SPOTLIGHT ON



### KHARNAGE

You can see it before you now: the hill. Stumpy and unimposing, it's barely worth recognizing as battlefield terrain. From its summit, a dwarf could gain a somewhat unobstructed viewpoint for nearly a quarter-mile in some directions. But, wait! You're not alone at this hill - in fact, three enemy armies are already converging on this same worthless piece of land. In an instant, the tactical insignificance of the hill couldn't matter less. There's only one thing on the minds of your warriors now: charging headlong into the enemy formation, cutting down your foes, and creating a scene of war like never seen before! It's time to make some Kharnage! *Kharnage* is a card game of frenzied battles and unforgiving fantasy warfare for two to four players. Scheduled to ship in March 2017.

ASM KHR01.....\$34.99

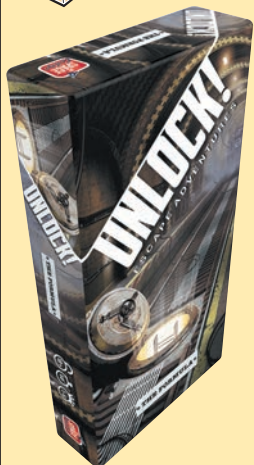
### KHARNAGE: DARK RAMPAGE EXPANSION

Bring a new army to your chaotic *Kharnage* battles with *The Dark Rampage Army Expansion*! These dark reanimates will hardly stay dead, and they'll even call upon the slain warriors of other armies to swell their own ranks. And if your battles aren't nearly bloody enough already, *The Dark Rampage* allows you to add another combatant to your games of *Kharnage*, playing with up to five players. Scheduled to ship in March 2017.

ASM KHR02.....\$14.99



## FEATURED ITEM



### UNLOCK! THE FORMULA

The Department has lost contact with one of their chemists, Dr. Hoffman. In *Unlock! The Formula*, you must seek out his laboratory deep in the New York subway tunnels, locate the doctor, and recover the formula before time runs out. The clock is ticking...can you escape? *Unlock!* is a series of escape adventures for up to six players. With one hour on the clock, players work through a deck of sixty cards as a team, searching for clues, combining objects, and solving puzzles. Scheduled to ship in March 2017.

ASM NLK01.....\$14.99

### UNLOCK! THE ISLAND OF DOCTOR GOORSE

You and your team have crash-landed on the island of an eccentric antiques collector in *Unlock! The Island of Doctor Goorse*. Two to six players must split into teams, separated in the crash, and are forced to escape from two separate starting points. With your lines of communication cut, can you and your teammates find a way off the island? *Unlock!* is a series of escape adventures for up to six players. With one hour on the clock, players work through a deck of sixty cards as a team, searching for clues, combining objects, and solving puzzles. Scheduled to ship in March 2017.

ASM NLK03.....\$14.99



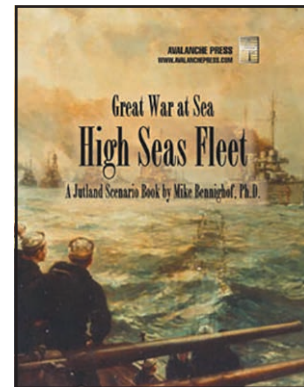
### UNLOCK! SQUEEK & SAUSAGE

*Unlock! Squeek & Sausage* is a playful, cartoon-inspired race to stop the mad Professor Noid from destroying the world! In your attempt to thwart his plot, the evil genius has caught you in a trap, and you can't stop him until you've found a way out. Can you escape and foil his plot before the clock hits zero? *Unlock!* is a series of escape adventures for up to six players. With one hour on the clock, players work through a deck of sixty cards as a team, searching for clues, combining objects, and solving puzzles. Scheduled to ship in March 2017.

ASM NLK02.....\$14.99



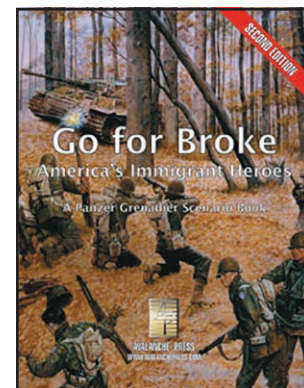
## AVALANCHE PRESS



### GREAT WAR AT SEA: HIGH SEAS FLEET - SECOND EDITION

The so-called "Dreadnought Race" before the First World War existed mostly in the fevered propaganda supported by British shipyards and armaments works. This supplement for *Great War at Sea: Jutland* looks at the fleet that British leaders feared Germany would build, using the German Empire's full financial and industrial resources. Scheduled to ship in April 2017.

APL 0867.....\$29.99



### PANZER GRENADIER: GO FOR BROKE - SECOND EDITION

Recruited from concentration camps to fight for the freedom of a nation that denied them their own rights, America's immigrant heroes of the 442nd "Nisei" Regimental Combat Team won more decorations for battlefield bravery than any other unit in American military history. Scheduled to ship in April 2017.

APL 0868.....\$24.99

## BUSHIROAD



### WEISS SCHWARZ TCG: TO LOVERU DARKNESS 2ND TRIAL DECK DISPLAY (6)

The characters of the *To Loveru Darkness 2nd Series* have finally landed on Earth in the English Edition of the *Weiss Schwarz Trading Card Game*! Embark on an extraterrestrial romance with *To Loveru Darkness 2* with this 50-card pre-constructed Trial Deck offered in 6-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 278871-D.....PI



# Lost in R'lyeh

The Card Game of Escaping  
Dread Cthulhu & Certain Madness



- Fast pace, quick turns, and dramatic transitions
- Giant tarot-sized cards with stunning edge-to-edge art
- Up to five powers per card lead to epic turns
- All players but one will escape, for a tense endgame!

## SECOND PRINTING IN STOCK NOW



2-6 players • 45 minutes • ages 13+  
atlas-games.com/lostinryleh  
AG1370 • 978-1-58978-163-4 • \$14.95

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### CAPSTONE GAMES



#### THREE KINGDOMS REDUX - SECOND EDITION

In *Three Kingdoms Redux*, players assume the role of one of three lords (Cao Cao, Sun Jian, and Liu Bei) as they attempt to recreate the tripartite between the states of Wei, Wu, and Shu. As a feudal lord, you manage the different aspects of running a state, such as domestic development, building up the military, gaining ranks and support of the people, constructing state enhancements, and trading while guarding your borders against both rebellious border tribes and external enemies. But beware, for the balance of power shifts constantly and you must take advantage of every opportunity if you are to fulfill your grand ambition of re-unifying China! Scheduled to ship in April 2017.

CSG TKR01 ..... \$59.99

### CATALYST GAME LABS



NOT FINAL ART

#### CON MAN: THE CARD GAME

Wray Nerely co-starred on *Spectrum*, a canceled-too-soon sci-fi cult classic. While others from the show have become major movie stars, Wray tours an endless series of cons, encountering the weird, the crazy, and the fantastic. In *Con Man: The Card Game*, players take on the roles of Wray Nerely's friends. While Wray wants a big acting career, his friends have plans of their own for him. Scheduled to ship in April 2017.

PSI CAT74000 ..... \$12.99

### SPOTLIGHT ON



NOT FINAL ART

#### SHADOWRUN: ZERO DAY CARD GAME

You are the contagion. You are the fear. You are the thing that makes the megacorporations of the world tremble. In the world of *Shadowrun*, the Corps thinks they have everyone and everything under their thumb, but they don't have you - the hacker in the Matrix, the fly in the ointment. You know where the world's deepest secrets are buried - and you have the weapons needed to fight to bring them out! Hack your way through corporate countermeasures in *Zero Day*, a fast-and-furious, two-player card game set in the *Shadowrun* universe. Scheduled to ship in April 2017.

PSI CAT27760 ..... \$19.99



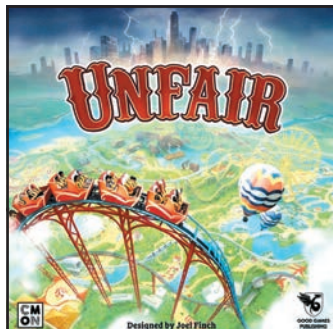
## COOLMINIORNOT



### ETHNOS

Ethnos was once a thriving world, rich in happiness and diversity. The different races of creatures lived side-by-side in relative harmony - but the fall of the old Age left the countryside in ashes, the Six Kingdoms empty, and the twelve Tribes scattered across the land. Now, it is the dawning of a new Age, and the people of Ethnos are looking for a leader who can unite them, cleverly using the abilities of the different Tribes to gain control of the Kingdoms. To become the next Lord, it will take skill, timing, and strength to lead them to glory in *Ethnos*!

COL ETH001 ..... \$39.99



### UNFAIR

Build! Bribe! Blackmail! Build the city's greatest theme park - by whatever means necessary! Mix your favorite themes, from Pirate, Robot, Vampire, Jungle, Ninja, and Gangster. Build attractions and upgrade them to match blueprints, stack up towering rides, or simply make the most cash. But, watch out - your competitors may pay off the safety inspectors to close your rides or hire hooligans to vandalize your park! How will you get revenge? Whatever happens, it's bound to be *Unfair*! Scheduled to ship in April 2017.

COL UNF001 ..... \$39.99

## CRYPTOZOIC ENTERTAINMENT



### MASTER OF ORION

Lead one of several playable races across vast galaxies, including Darloks, Psilons, and Humans, crushing worlds, manipulating leaders, and amassing resources in your bid to become the *Master of Orion* in this competitive, tableau-building board game based on the 2016 reimaging of the classic strategy video game. Scheduled to ship in April 2017.

CZE 02505 ..... \$35.00

## CUBICLE 7

### DOCTOR WHO RPG: BLACK ARCHIVE HARDCOVER

Scheduled to ship in April 2017.

PSI CB71128 ..... \$39.99

### DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - WILDERLAND ADVENTURES HARDCOVER

Scheduled to ship in April 2017.

PSI CB72302 ..... \$39.99

### THE LONE WOLF ADVENTURE GAME: MAGNAMUND BESTIARY HARDCOVER

Scheduled to ship in April 2017.

PSI CB72214 ..... \$34.99

### THE ONE RING RPG: BREE HARDCOVER

Scheduled to ship in April 2017.

PSI CB71019 ..... \$29.99

## DUDE GAMES



### GOths SAVE THE QUEEN

Ostrogoths and Visigoths had kept their rivalries relatively peaceful by marrying the daughter of one clan's king to the king of the other clan. And everything was fine. Until one day, vile brigands captured the young queen. Forgetting their alliance, the two sovereigns blamed each other for her disappearance, and went to war (again), one trying to rescue his daughter, the other trying to rescue his queen. But the methods for communication in those times were not particularly reliable; there was no guarantee that the order issued would be correctly executed on the ground. As a result, the conflict quickly became a bit... chaotic. Scheduled to ship in April 2017.

PSI DGG001 ..... \$20.00

## FANTASY FLIGHT GAMES



### ANDROID: EXODUS NOVELLA HARDCOVER

Brace yourself for an adrenaline-laced, high-speed chase through the streets, skyways, and underways of New Angeles. Written by Lisa Farrell, *Exodus* follows the story of Ken "Express" Tenma as he races toward the Colombian border, trying to stay one step ahead of the NAPD, in order to deliver a stolen package. Scheduled to ship in December 2016

FFG NAD09 ..... \$14.95



### ANDROID NETRUNNER LCG: EARTH'S SCION DATA PACK

Who will control Mars? Every day, the Big Four insinuate more of their products, services, management, and agendas into every aspect of Martian life, and in *Earth's Scion*, the third Data Pack in the *Red Sand Cycle* for *Android: Netrunner*, we watch as they spread more fully across the whole of the red planet. This leads to heightened tensions between Martian Corps, Runners, and Clans, and the sixty new cards from *Earth's Scion* reveal just how far they may go in order to see their competing visions come to pass. Scheduled to ship in March 2017.

FFG ADN45 ..... \$14.95



### ARKHAM HORROR LCG: CARNEVALE OF HORRORS SCENARIO PACK

While revelers throng the streets of Venice, masked conspirators advance their sinister agendas, shadows envelop the city, and something terrible rises from the lagoon! In this *Carnevale of Horrors*, you must race quickly through the layers of mystery and conspiracy, lest the cultists and their sacrifices summon a being of unfathomable malice! Playable as a standalone adventure or as a 'side-story' to your ongoing campaign, the mysteries in this sixty-two card scenario for *Arkham Horror: The Card Game* lead you and your fellow investigators far from the quiet, New England shores of Arkham, where you'll cross the Atlantic and partake in the *Carnevale* of Venice. But, while this festival begins with music, mirth, and merriment, it quickly spirals into abject horror! Scheduled to ship in December 2016

FFG UAHC10 ..... PI



### ARKHAM HORROR LCG: CURSE OF THE ROUGAROU SCENARIO PACK

Designed as a standalone adventure for *Arkham Horror: The Card Game*, *Curse of the Rougarou* sends the investigators along a bone-chilling hunt through New Orleans and the bayous of southern Louisiana. Its 62-cards come with all the rules, locations, act, agenda, and encounter cards you'll need to immerse yourself in a mystery full of malign spirits and murderous beasts. Additionally, the adventure comes with rules for adding it to your campaign as a side-story, complete with an asset you might earn, and a Curse you might suffer. Scheduled to ship in December 2016

FFG UAHC09 ..... PI



### DRAGON SHIELDS (100)

CRIMSON

FFG DSH121 ..... \$10.99

MATTE PETROL

FFG DSH111 ..... \$10.99

PERFECT FIT CLEAR

FFG DSP001 ..... \$4.99

PERFECT FIT SMOKE

FFG DSP023 ..... \$4.99



## SPOTLIGHT ON!



### A GAME OF THRONES LCG: 2ND EDITION - ALL MEN ARE FOOLS CHAPTER PACK

In the aftermath of the Battle of the Blackwater, a moment of peace falls across Westeros - but schemes are hatching in the darkness. The first Chapter Pack of the Blood and Gold Cycle for *A Game of Thrones: The Card Game*, *All Men Are Fools* follows the events of *A Storm of Swords*, the third book in *A Song of Ice and Fire*. At the same time, you'll find a new focus on your gold with a brand-new keyword and recurring events. Scheduled to ship in March 2017.

FFG GT16 ..... \$14.95



### MANSIONS OF MADNESS 2ND EDITION: DICE PACK

This set of six custom dice will allow you to immerse yourself even deeper into the horrors of *Mansions of Madness Second Edition*. Scheduled to ship in March 2017.

FFG MAD24 ..... \$6.95

### STAR WARS X-WING MINIATURES GAME: BATTLE OF HOTH PLAYMAT

For use with *X-Wing* and *Star Wars: Armada*, the 36" x 36" Battle of Hoth game mat features imagery of the Galactic Empire's march on Echo Base atop a no-slip rubber base. Scheduled to ship in January 2017.

FFG SWS35 ..... PI



### STAR WARS IMPERIAL ASSAULT: SKIRMISH MAP - ISB HEADQUARTERS

As it enters the tournament rotation, the *ISB Headquarters Skirmish Map* brings the excitement and danger of secret reconnaissance to your tabletop. Measuring 26-inch x 26-inch, this Skirmish Map features all of the rooms and hallways of the skirmish mission printed directly onto the mat so setup never takes more than seconds. With plenty of room along the borders of the playmat to place your Deployment cards and tokens, this Skirmish Map offers you and your opponent the definitive *Imperial Assault* skirmish experience. Scheduled to ship in January 2017.

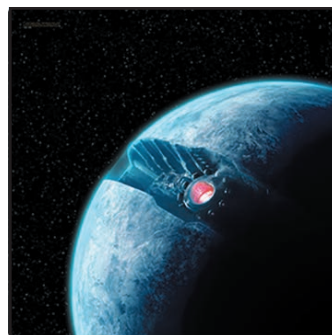
FFG SW144 ..... PI



### STAR WARS LCG: TECHNOLOGICAL TERROR FORCE PACK

Delve into the stunning technologies of *Star Wars* with *Technological Terror*, the sixth Force Pack in the *Opposition Cycle* for *Star Wars: The Card Game*. Within this pack's five unique objective sets, you'll find astromechs, assassin droids, Imperial shuttles, and Skyhoppers. Scheduled to ship in March 2017.

FFG SWC36 ..... \$14.95



### STAR WARS X-WING MINIATURES GAME: STARKILLER BASE PLAYMAT

The stakes and drama are greater than ever before when you play your games of *X-Wing* and *Star Wars: Armada* atop the Starkiller Base game mat! This 36" x 36", high-quality, non-slip game mat features an image of Starkiller Base emerging from the shadows to threaten the galaxy. Scheduled to ship in January 2017.

FFG SWS36 ..... PI

## FAT GOBLIN GAMES



### CASTLE FALKENSTEIN: CURIOUS CREATURES

Explore the Wild Side of New Europa! From the darkest jungles of Africa to the rooftops of London, animals are everywhere in New Europa. *Curious Creatures* offers a glimpse into the less civilized side of *Castle Falkenstein*, drawing out into the light the marvelous, the monstrous, and the mythic for your edification and delight. Scheduled to ship in March 2016

S2P FGG2000 ..... \$29.95



### PATHFINDER RPG: 8-BIT ADVENTURES - WELCOME TO THE FUNGAL KINGDOM

Welcome to *8-Bit Adventures*! Take on the role of your favorite 8-bit hero and jump, hop, and climb your way through the various levels! Check out *Fungal Kingdom* and discover amazing monsters from the 8-bit ages such as Cloud Turtle, Hammer Turtle, Spikey!, The Windup Bomb, and the twisted Barracuda Bush! Check out the *Castle Hopping Princess* or take your chances in the Ice Pass as you engage in 11 fantastic, *Pathfinder*-compatible, 8-bit adventures! Scheduled to ship in March 2016

S2P FGG1000 ..... \$24.95



### PATHFINDER RPG: SHADOWS OVER VATHAK: PLAYER'S GUIDE TO VATHAK

*Shadows over Vathak* blends the Otherworldly, Cosmic Horror themes of New England's Lovecraft, the Macabre Mysteries of Poe, and the sensibilities of Victorian, Gothic Horror Adventure into an original fantasy setting for the *Pathfinder Roleplaying Game*. Included in the *Shadows over Vathak Player's Guide* you'll find a thorough introduction to the world of Vathak, a land and people struggling against ancient evils, plus suggestions and setting-specific mechanics to help you create and play characters, as well as rules and options for the nine playable races of Vathak, from the tribal bhriota to twisted cambions and ghostly hauntings. Scheduled to ship in March 2016

S2P FGG1001 ..... \$59.95



### VS. GHOSTS

Ghost Hunting was never so much fun! Welcome to the exciting world of *Vs. Ghosts*! Using the *VsM Engine*, *Vs. Ghosts* is a roleplaying game in which players suit up to battle strange hauntings in their neighborhoods while dealing with the mundane non-believers that try to prevent you from doing your job. Be it hotels, art museums, or even the classic haunted house, ghosts need busting and to be contained. *Vs. Ghosts* includes *Quick Start Rules*, a bestiary of strange ghosts, haunts, and things that go 'bump' in the night to hunt, and plenty of adventure hooks to get you on your way to Ghost Hunting fame! Scheduled to ship in March 2016

S2P FGG3000 ..... \$15.95



# STAR WARS™

## DESTINY

Who would win a duel between Count Dooku and Luke Skywalker? Kylo Ren and Jango Fett? With *Star Wars™: Destiny*, you can take any battle you can imagine between our favorite *Star Wars* heroes and villains and play it out on the tabletop. Assemble your team, customize your deck, and conquer your opponent!



# FULFILL YOUR DESTINY

[FANTASYFLIGHTGAMES.COM/SWDESTINY](http://FANTASYFLIGHTGAMES.COM/SWDESTINY)

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**VS. MOON MEN**

They Didn't Come in Peace...Send Them Back in Pieces! Using the VsM Engine, Vs. Moon Men is a roleplaying game in which players take up arms against alien invaders from another (but very nearby) world! Steal a ray gun and take the fight to them, or fight from the shadows while avoiding spies and collaborators. From the streets of Moscow to the backwoods of Tennessee, the Moon Men are here, and somebody needs to stop them! Scheduled to ship in March 2016

S2P FGG3001 .....\$15.95

**FLOODGATE GAMES****SAGRADA**

As a skilled artisan, use tools-of-the-trade and careful planning to construct a stained glass window masterpiece in the Sagrada Familia. Gain prestige by adapting to the preferences of your fickle admirers, and, of course, by adding your own artistic flair while completing your glass masterpiece in Sagrada, a game of dice-drafting and window-crafting. Scheduled to ship in April 2017.

PSI FGG-SA01 .....\$39.95

**GAMES WORKSHOP****CITADEL****THOUSAND SONS DICE**

GAW 66-90-NEW .....\$20.00

**CITADEL PAINT SETS**

ASTRA MILITARUM GAW 60-56...\$15.00  
BLOOD ANGELS GAW 60-60.....\$15.00  
ELDAR GAW 60-63.....\$15.00  
NECRONS GAW 60-64.....\$15.00  
ORKS GAW 60-57.....\$15.00  
SKITARRI GAW 60-59.....\$15.00  
SPACE WOLVES GAW 60-61.....\$15.00  
TAU EMPIRE GAW 60-58.....\$15.00  
ULTRAMARINES GAW 60-62.....\$15.00

**CITADEL PAINT 12ML:**

BASE - THOUSAND SONS BLUE

GAW 21-36 .....\$4.25

LAYER - AHRIMAN BLUE

GAW 22-76 .....\$4.25

**CITADEL SPRAY**

AVERLAND SUNSET

GAW 62-29 .....\$19.50

CHAOS BLACK SPRAY 800ML

GAW 62-27 .....\$25.50

CORAX WHITE SPRAY 800ML

GAW 62-28 .....\$25.50

THE FANG SPRAY

GAW 62-31 .....\$19.50

STORMVERMIN FUR SPRAY

GAW 62-30 .....\$19.50

**SPACE HULK (2016)**

Inside the cramped confines of a derelict Space Hulk known as the Sin of Damnation, the Blood Angels must fight to save Mankind from the alien menace that lies within. Pit the mighty Blood Angels Terminators against a lethal swarm of agile Genestealers in this two-player board game that comes complete with rules to play the game and 16 missions, as well as 35 plastic Citadel Miniatures. Also included is a set of high-quality card tiles that make up the gaming board, as well as 110 gaming counters, 77 corridor and room sections, two new boarding torpedoes, a turbo-lift, 20 doors with plastic stands, one mission status display, a sand timer, and five dice.

GAW 60-SH-00-NEW .....\$125.00

**WARHAMMER 40K****PAINT SETS DISPENSER**

GAW 60-65 .....\$270.00

**ADEPTUS SORORITAS  
CANONESS VERIDYAN**

GAW 52-59 .....\$25.00

**ASTRA MILITARUM CADIAN  
ARMoured FIST**

GAW 47-23 .....\$55.00

**BATTLEFORCE AD/MECHANICUS  
ERADICATION COHORT**

GAW 71-59 .....\$170.00

**BATTLEFORCE DEATHWATCH  
WATCHBLADE TASK FORCE**

GAW 71-39 .....\$170.00

**BATTLEFORCE SPACE WOLVES  
IRONCLAW STRIKE FORCE**

GAW 71-53 .....\$170.00

**BATTLEFORCE TAU EMPIRE  
TARGETED RECON CADRE**

GAW 71-56 .....\$170.00

**CHAOS SPACE MARINE AHRIMAN  
ARCH-SORCERER OF TZEENTCH**

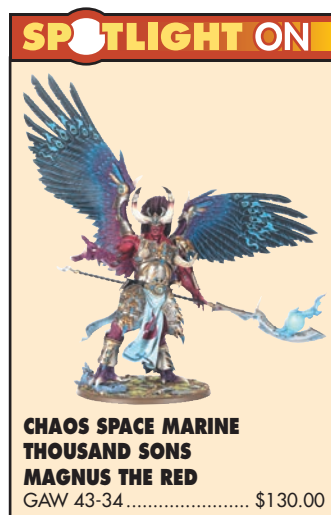
GAW 43-38 .....\$40.00

**CHAOS SPACE MARINE CHAOS  
DESOLATOR SQUAD**

GAW 43-28 .....\$55.00

**CHAOS SPACE MARINE THOUSAND  
SONS EXALTED SORCERERS**

GAW 43-39 .....\$60.00

**CHAOS SPACE MARINE  
THOUSAND SONS  
MAGNUS THE RED**

GAW 43-34 .....\$130.00





**CHAOS SPACE MARINE THOUSAND SONS RUBRIC MARINES**

GAW 43-35 ..... \$50.00



**CHAOS SPACE MARINE THOUSAND SONS SCARAB OCCULT TERMINATORS**

GAW 43-36 ..... \$60.00



**CHAOS SPACE MARINE THOUSAND SONS TZAANGORS**

GAW 43-40 ..... \$45.00



**CODEx SUPPLEMENT - TRAITOR LEGIONS SOFTCOVER**

The Traitor Legions of the Chaos Space Marines have waged terrible wars of hate and vengeance upon the Imperium of Mankind for ten thousand years. From the Daemon worlds of the Eye of Terror, they plot the destruction of the empire they once helped to build. They have neither forgotten nor forgiven the loyalists, nor the False Emperor whom they serve. These warriors will not rest until the galaxy is burning, and the Emperor's putrid carcass is cast down from the Golden Throne into the filth where it belongs! A supplement to *Codex: Chaos Space Marines*, *Traitor Legions* contains a wealth of additional content and rules that any Chaos Space Marines army can use, with a huge array of rules for all nine of the Traitor Legions.

GAW 43-23-60 ..... \$35.00

**DARK ELДАР KABALITE SKYSPLINTER**

GAW 45-24 ..... \$55.00

**ELДАР DIRE AVENGERS SKYBLADE**

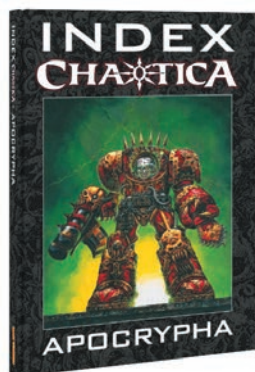
GAW 46-28 ..... \$55.00



**IMPERIAL AGENTS CODEx HARDCOVER**

While the Imperium draws great advantage from the unbelievable weight of manpower it can bring to bear, the diversity of its military is its greatest strength. Many, many esoteric factions are expected to answer the call to protect humanity, from the arcane Adeptus Mechanicus, to the merciless, psychically-gifted Grey Knights and all in between. The forces of the Imperium are myriad and distinct, but all follow the Emperor's divine will - through this common goal, they strive to ensure the continued if fraught survival of Mankind. This *Warhammer 40K Codex* presents background, rules, and full army lists for a number of smaller Imperial factions whose forces fight alongside other armies of the Emperor, including the Battle Sisters of the Adepta Sororitas, Kill Teams and Corvus Blackstars of the Deathwatch, Tech-Priest Engineeers and Servitors of the Adeptus Mechanicus, The Legion of the Damned, and the Valkyries of the Aeronautica Imperialis, among others.

GAW 52-03-60 ..... \$40.00



**INDEX CHAOTICA - APOCRYPHA**

Offering a fascinating look at the history of Chaos in *Warhammer 40,000*, *Index Chaotica: Apocrypha* brings together a collection of the most ancient and heretical texts the galaxy has ever laid terrified eyes upon. These articles, taken from early issues of *White Dwarf* and previous editions of *Warhammer 40,000*, include the original descriptions of the Dark Gods of Chaos, as well as the Daemons and Traitor Legions who serve them. You'll discover the origins of this insidious threat to Mankind's survival, and see how their miniatures, wargear, and gameplay have evolved in the decades since their unveiling.

GAW 43-96-60 ..... \$35.00

# GIANT MONSTERS! GIANT FUN!

When giant monsters attack, it's time to rebuild in the **Kaiju Incorporated RPG** and **Kaiju Incorporated Card Game**.

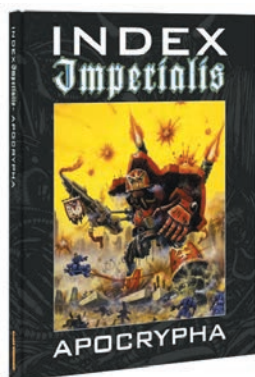


Learn more about these funny, fast games at [evilhat.com/home/for-retailers](http://evilhat.com/home/for-retailers)

**EVIL HAT PRODUCTIONS**







### INDEX IMPERIALIS - APOCRYPHA

A collection of articles taken from Citadel publications and issues of *White Dwarf* spanning almost thirty years of history, *Index Imperialis: Apocrypha* presents the origins and evolution of the Adeptus of the Imperium. Read about the ways in which their miniatures, wargear, and gameplay have evolved over the decades from manuscripts reproduced for the first time since their original publications, in an engrossing and unique insight into the manifold worlds and institutions of the Imperium.

GAW 52-02-60 .....\$35.00



### BATTLEFORCE STORMCAST ETERNALS SIGMAR'S VENGEANCE

GAW 71-96 .....\$170.00



### BATTLEFORCE SYLVANETH DARKROOT WARGROVE

GAW 71-92 .....\$170.00

### NECRONS NECRON WARRIOR ARK PHALANX

GAW 49-21 .....\$60.00

### SPACE MARINE SKYHAMMER TACTICAL SQUAD

GAW 48-43 .....\$55.00

### ORK TRUKK BOYZ

GAW 50-30 .....\$55.00

### SPACE MARINE SPACE WOLVES SKYHAMMER WOLF PACK

GAW 53-20 .....\$55.00

### SPACE MARINE BLOOD ANGELS GAUNTLET TACTICAL SQUAD

GAW 41-25 .....\$55.00

### TAU EMPIRE OPTIMISED PATHFINDER TEAM

GAW 56-26 .....\$55.00

### SPACE MARINE DARK ANGELS GAUNTLET TACTICAL SQUAD

GAW 44-15 .....\$55.00

### TYRANID TERVIGON BROOD PROGENITOR

GAW 51-24 .....\$60.00



GAW 80-03-60 .....\$80.00

### SPIRE OF DAWN

The Dawnspire stands at the edge of the Transient Isles. Immense, drifting islands of black stone hanging in the air above an azure sea, they were once the subject of foul sorceries from a powerful Chaos wizard seeking to bring them crashing down. The mages of the Eldritch Council were able to stop this foul ritual, but not before two of the islands were lost to the depths. This fantastic boxed set is filled with Citadel miniatures and a book telling the story of the Skaven Warlord Ripsnikk's attempt to take the Dawnspire from the Swifhawk Agents who protect it.



### WAR ZONE FENRIS - WRATH OF MAGNUS HARDCOVER

The skies of Fenris are aflame, the awful truth revealed. The Thousand Sons, hidden architects of the Space Wolves' darkest hour, have launched an arcane invasion across those realms sacred to the Sons of Russ. The Wulfen's Curse has taken hold, the daemonic invasions that followed it a precursor to deadly Imperial bombardments that saw Chapter set against Chapter. The bringer of this system-spanning doom is Magnus the Red, an ancient demigod overthrown by the Fenrisians of yore. With the daemon primarch's reappearance in realspace, a vendetta ten-thousand years in the making has flared into world-shattering violence. The Crimson King is back to conquer Fenris, and the legions of the Warp march with him. The concluding part of the saga that began with *War Zone Fenris: Curse of the Wulfen*, *War Zone Fenris: Wrath of Magnus*

contains the thunderous, galaxy-shaking story of the Wrath of Magnus, as well as new rules, datasheets, and formations for Chaos Space Marines (including the new *Thousand Sons* miniatures) and Chaos Daemons.

GAW 40-12-60-NEW .....\$75.00

## WARHAMMER: AGE OF SIGMAR



### BATTLEFORCE IRONJAWZ THUNDERFIST

GAW 71-89 .....\$170.00



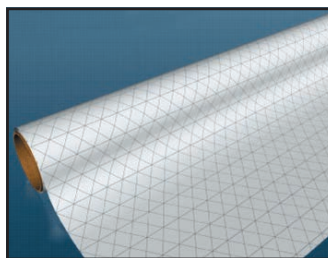
### BATTLEFORCE KHORNE BLOODBOUND SLAUGHTERSTORM

GAW 71-82 .....\$170.00

### WHITE DWARF JANUARY 2017

GAW WD01-60 .....\$9.00

### GAMING PAPER



### GAMING PAPER WHITE 1" ISOMETRIC (16 ROLLS)

The isometric pattern is custom designed to be used tactically with standard miniatures (each diamond = 5-feet in game). Gaming Paper is sold in convenient rolls that are 30-inches wide and 12-feet long, for 30 square feet of playing surface. Scheduled to ship in January 2017.

GGP 0003 .....\$80.00

### GREATER THAN GAMES



### SCYTHE: GAME BOARD EXTENSION

This board extension for *Scythe* slides next to the back side of the standard game board, creating a complete board with 70% bigger hexes. Scheduled to ship in February 2017.

GTG STM607 .....\$12.00



### GAMING PAPER WHITE 1" ISOMETRIC SINGLES PACK

Scheduled to ship in January 2017.

GGP 1004 .....\$14.99



### SCYTHE: METAL COINS

Crafted of zinc and designed specifically for *Scythe* by artist Jakub Rozalski, these 80 custom metal coins come in denominations of \$1, \$3, \$5, \$10, and \$20. Scheduled to ship in February 2017.

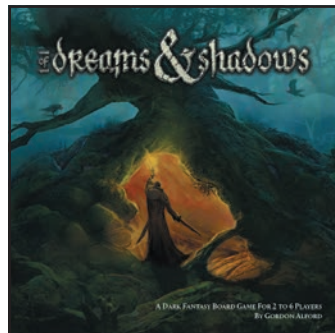
GTG STM605 .....\$30.00



## GREENBRIER GAMES

### OF DREAMS & SHADOWS

The signs have come. Shadows flicker and stir in the Hollows. A chill has settled in those ancient ruins and expedition pack animals refuse to enter the underworld realm. There are new sightings of large beasts roaming the countryside and strange unnatural calls fill the night air. Hunters have gone missing without a trace and it is no longer safe to explore very far into the woods. *Of Dreams & Shadows* is a cooperative board game set in a dark fantasy world where players take on the role of Champions who journey from the underworld ruins of a long-dead people to the heart of untamed forests where otherworldly creatures dwell in a quest to save their realm from certain ruin. Scheduled to ship in April 2017.



PSI GNE1512.....\$59.95



### OVERSEERS

Since the beginning of time, two opposing forces have been the pillars of the universe and coexist in eternal balance. Our Goddess in her infinite wisdom has sent a group of Overseers to protect our world. They have the power to bend human traits to their will, and they will always battle between each other to create the perfect symmetry between virtues and vices of humankind. You will now choose whether to find the best balance - or completely crush it for your own good! *Overseers* is a drafting and bluffing game with a twist. Scheduled to ship in April 2017.

PSI GNETGOS01.....\$25.00

## GREEN RONIN PUBLISHING

### LOVE 2 HATE: COMICS EXPANSION

*Love 2 Hate: Comics* brings the world of superheroes and supervillains to the party! This 108-card expansion adds a slew of new sentence Starter and Finisher cards to the game. Scheduled to ship in April 2017.

GRR 3012.....\$32.95



## SPOTLIGHT ON

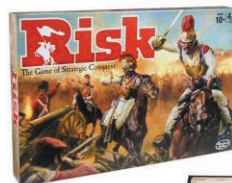


### MUTANTS & MASTERMINDS: ATLAS OF EARTH-PRIME

Visit a world not our own, but strangely familiar - a world of heroes and villains, of wonders and dangers, and limitless adventure! The *Atlas of Earth-Prime* is a trip around the world of the Freedom City and Emerald City settings for the *Mutants & Masterminds* RPG. Here, your heroes can explore the sites and perils of all seven continents, as well as fabled Atlantis, the Lost World, and the strange realms of Sub-Terra that lie at the center of the earth. Packed with locations, heroes, villains, and worldwide agencies, the *Atlas of Earth-Prime* is the campaign setting book *Mutants & Masterminds* fans have been waiting for! Scheduled to ship in January 2017.

GRR 5514.....\$44.95

## HASBRO



### RISK

Take over the world in this classic game of strategic conquest filled with betrayal, alliances, and surprise attacks - now with updated figures and improved Mission cards. Defeat all of the enemy troops in a territory to conquer that territory and get one step closer to global conquest! The player who completes their secret mission first - and reveals the Secret Mission card to prove it - wins! And remember, when it comes to taking over the world, it's all about who's willing to take the biggest Risk! Scheduled to ship in December 2016.

MLB B7404.....PI

## IDW GAMES



### ESCAPE FROM 100 MILLION B.C.

Your team of intrepid adventurers has embarked on history's first time-travelling expedition - only for the Professor's Time Machine to malfunction, crashing into the lip of an active volcano and stranding you 100-million years in the past! Explore volcanoes, jungles, and pre-historic swamps while searching for valuable technology and avoiding rampaging T-Rexes and Velociraptors as you attempt to *Escape From 100 Million B.C.*! Return wayward historical figures like Abraham Lincoln and Teddy Roosevelt, who've been pulled into the past by rippling time paradoxes, all while racing against a volcano that's about to explode and obliterate your entire team!

IDW 01161.....\$59.99



### THE GAME: ON FIRE

The 2015 *Speil Des Jahrs* nominee is back with a brand-new edition! In *The Game: On Fire*, players work together to try and discard 98 cards into four different piles while never telling each other exactly which cards they're holding. Adding fuel to the fun are the new "On Fire" cards, which MUST be played on when they hit the table. Scheduled to ship in December 2016.

IDW 01179.....\$19.99



### TEENAGE MUTANT NINJA TURTLES: SHADOWS OF THE PAST, APRIL O'NEIL HERO PACK EXPANSION

This Hero Pack for *Teenage Mutant Ninja Turtles: Shadows of the Past* allows you to use April O'Neil as a playable character in any base game scenario and also contains an additional Adventure Comic with new content.

IDW 01146.....\$17.99



## IELLO


**KING OF TOKYO: POWER UP EXPANSION 2017**

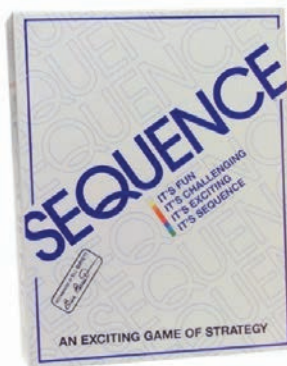
The struggle to become the King of Tokyo just leveled up! The monsters are evolving and now benefit from new powers! Now each one has a deck of Evolution cards that they can gain and use during the game. What's more, a new challenger has arrived in the city and will surely show his expertise in the art of the smash: the terrible Pandakai! Scheduled to ship in April 2017.

IEL 51368.....\$19.99


**NINJA TAISEN**

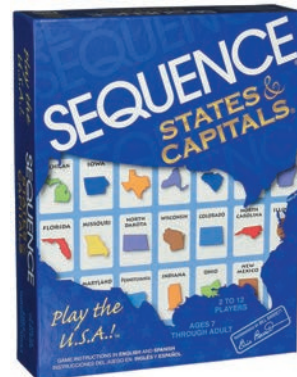
Capture the enemy village in *Ninja Taisen*!

IEL 51364.....\$14.99


**SEQUENCE GAME**

It's fun, it's challenging, it's exciting, it's *Sequence*! Play a card from your hand, place a chip on a corresponding space on the game board when you have five in a row - it's a *Sequence*. Learn to block your opponents - remove their chips. But, watch out for the Jacks, they're wild! Scheduled to ship in December 2016

JAX 8002.....\$24.00


**SEQUENCE: STATES AND CAPITALS**

It's fun, it's challenging, it's exciting, it's *Sequence*! Play a card from your hand, place a chip on a corresponding space on the game board when you have five in a row - it's a *Sequence*. Learn to block your opponents - remove their chips. But, watch out for the Jacks, they're wild! Scheduled to ship in December 2016

JAX 8003.....\$24.00

## JAX


**SEQUENCE: DELUXE GAME**

It's fun, it's challenging, it's exciting, it's *Sequence*! Play a card from your hand, place a chip on a corresponding space on the game board when you have five in a row - it's a *Sequence*. Learn to block your opponents - remove their chips. But, watch out for the Jacks, they're wild! Scheduled to ship in December 2016

JAX 8060.....\$33.60


**SEQUENCE: DICE GAME**

It's *Sequence Dice*! Roll the dice and place a chip on a corresponding number on the gameboard. Roll a 2 or a 12 and get another turn! Roll a 10 and remove an opponent's chip, roll an 11 and place your chip on any open space! Get five chips in a row and you win! Scheduled to ship in December 2016

JAX 8007.....\$12.00


**SEQUENCE: LETTERS**

Dot your I's and cross your T's...it's the *Sequence* way to learn your ABCs! Scheduled to ship in December 2016

JAX 8011.....\$16.00


**SEQUENCE: NUMBERS**

Learning math is fun when you play by the numbers... *Sequence Numbers*! Scheduled to ship in December 2016

JAX 8012.....\$24.00

## KONAMI DIGITAL ENTERTAINMENT


**YU-GI-OH! TCG: DUELIST SAGA BOX DISPLAY (8)**

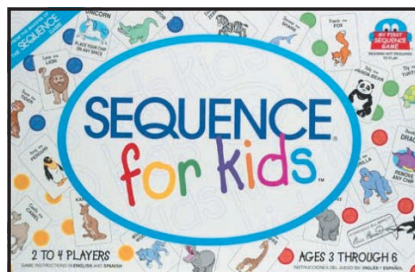
Sacred Beasts! Dark Magic Attacks! The terrifying influence of Don Thousand! As the Duelists of Yu-Gi-Oh! ARC-V begin their journey across dimensions, step back and look at the entire history of the Yu-Gi-Oh! franchise with *Duelist Saga*, a special set featuring new cards from all five incarnations of Yu-Gi-Oh! The 100-cards from *Duelist Saga* span the entirety of Yu-Gi-Oh!'s history, and fully support *High-Speed Riders*, *Wing Raiders*, *Dragons of Legend - Unleashed*, *Destiny Soldiers*, and *Fusion Enforcers*. Each *Duelist Saga* box contains three mini-packs with five cards each, for a total of 15 cards. Offered in 8-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83127-D.....\$119.92


**YU-GI-OH! TCG: STAR PACK BATTLE ROYAL BOOSTER DISPLAY (50)**

*Star Pack - Battle Royal* for the Yu-Gi-Oh! Trading Card Game contains some of the most popular cards from the Yu-Gi-Oh! animated TV series, so Duelists can easily get their hands on Performapal Secondonkey, Yosenjus' Secret Move, Bloom Diva the Melodious Choir, and Frightfur Fusion! Offered in 50-count displays, each pack contains three randomly inserted cards with one guaranteed Starfoil Card. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 82669-D.....\$49.50


**SEQUENCE: FOR KIDS**

It's fun, it's challenging, it's exciting, it's *Sequence*! Play a card from your hand, place a chip on a corresponding space on the game board when you have five in a row - it's a *Sequence*. Learn to block your opponents - remove their chips. But, watch out for the Jacks, they're wild! Scheduled to ship in December 2016

JAX 8004.....\$16.00



## KYODAI GAMES



### PATHFINDER RPG: THUNDERSCAPE: LOST LEXICON PART 1: HEART OF THE MACHINE

The first *Thunderscape* Adventure Path begins here! Times are tough for adventurers in Aden, and the high-paying bounties offered by the Cogwheel Irregulars in Mekanus are a great place to save up a few crests for traveling. As representatives of the Urban government, however, the adventurers soon find themselves in the crosshairs of a group eager to retrieve forgotten secrets from the most dangerous parts of the city, and they're only the first ones to paint a target on their backs! Scheduled to ship in March 2016

S2P KYG20001 ..... \$29.99

## LUCKY DUCK GAMES

### VIKINGS GONE WILD: GUILD WAR EXPANSION

HPS LKY002 ..... \$19.99

### VIKINGS GONE WILD: RAGNAROK EXPANSION

The *Ragnarok Expansion* is a solo or cooperative expansion for *Vikings Gone Wild*. In order to win, players have to defeat the Undead Army before time runs out!

HPS LKY004 ..... \$12.99

### VIKINGS GONE WILD: KIND OF MAGIC EXPANSION

HPS LKY003 ..... \$19.99

### VIKINGS GONE WILD: THE BOARD GAME

Take control of a village, manage its resources, and recruit legions of crazy vikings to make it to the #1 spot of world emperor in *Vikings Gone Wild*!

HPS LKY001 ..... \$44.99

## MANTIC ENTERTAINMENT

### THE WALKING DEAD: ALL OUT WAR BOOSTER EXPANSIONS

Scheduled to ship in February 2017.



#### ANDREA

MGE MGWD106 ..... \$19.99



#### LORI

MGE MGWD103 ..... \$19.99



#### CAROL

MGE MGWD105 ..... \$19.99



#### RICK ON HORSE

MGE MGWD107 ..... \$19.99

## MAX PROTECTION

### COMMANDER - SECURE DECK LOCK BOX CARD HOLDER

MAX MX-LOKBOX-WHT ..... PI



### GALAXY TIGER

#### DECK BOX

MAX 100LTGR ..... PI

#### PLAY MAT

MAX 8010MTGR ..... PI

#### SHUFFLE TECH SLEEVES (50)

MAX 7060LTGR ..... PI



### KEEP CALM AND COUNTER IT

#### DECK BOX

MAX 100LKCBLU ..... PI

#### PLAY MAT

MAX 8010MKCBLU ..... PI

#### SHUFFLE TECH SLEEVES (50)

MAX 7060LKCBLU ..... PI

## MAYDAY GAMES



### ISLE OF MONSTERS

On the Island of Nowhere Atoll, terrifying (but utterly harmless) beasts reside. Can you wrangle the best sets of monsters, nurture them by collecting their favorite foods, and present the most horrifying group of monsters ever seen on the Island?

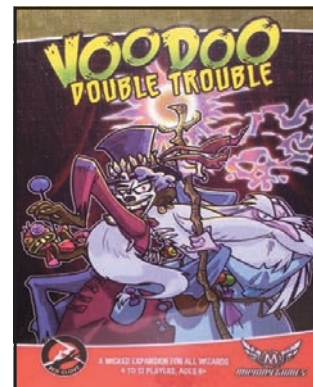
MDG 4306-NEW ..... \$30.00



### NERDY INVENTIONS

In *Nerdy Inventions*, you and your fellow nerds are inventors creating contraptions with the most powerful device known to man: DICE! Roll the dice and create and use prolific inventions in your quest to become the nerdiest inventor!

MDG 4305-NEW ..... \$20.00



### VOODOO: DOUBLE TROUBLE EXPANSION

In the *Double Trouble* expansion for *Voodoo* you'll find new, powerful Voodoo curses, plus hurling is no longer about individual opponents, but on pairs of Warlocks! Scheduled to ship in December 2016

MDG 4303C ..... \$12.95

### VOODOO: PERMANENT CURSE CARDS PROMO (10)

Scheduled to ship in December 2016  
MDG 4303B ..... \$5.95

### VOODOO: NINJA VERSUS PIGMEI EXPANSION

Hilarious spells, demented artifacts, and irreverent curses - are you ready for the challenge? The Ninjas from the Smashy-ya Dojo and the Pygmies from the Dumbadoo Forest are itching to battle other wizards in the craziest magic contest in the world! Expanding the game to up to eight players, this wicked expansion for *Voodoo* introduces two new schools and even more naughtiness! Scheduled to ship in December 2016

MDG 4303A ..... \$12.95





## MAYFAIR GAMES

## MONGOOSE PUBLISHING

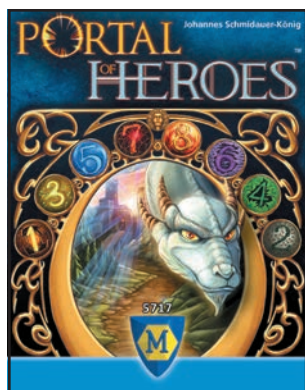
### FEATURED ITEM



#### LE HAVRE

It's All About Timing! Only fools look for calm at the famous inland port of Le Havre. Manage a harbor, build ships, and construct buildings in your bid to become the merchant with the largest fortune and the most power in Le Havre. Scheduled to ship in February 2017.

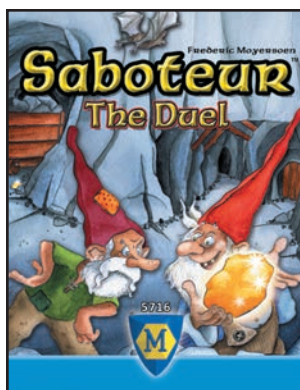
MFG 3518 ..... \$70.00



#### PORTAL OF HEROES

For centuries, peace reigned over the world of Malthar - until the magician Ulfried destroyed the balance of Good and Evil with black magic! Darkness fell across the land, and the only hope remaining to the people of Malthar was an ancient prophecy that one day, when the time was right, a hero would emerge and free the world of darkness. Summon heroes of legend to your portals using diamonds and pearls of magical power in *Portal of Heroes*! Scheduled to ship in January 2017.

MFG ASI5717 ..... \$18.00



#### SABOTEUR: THE DUEL

Do Unto Others! Both dwarves have to choose: Will they build their tunnel together or try on their own? In either case, you'll need to sabotage your opponent at the right time. Play a broken pickaxe, a rock slide in the tunnel, or a locked door - the clever dwarf will gain the crucial advantage and gain the gold in this two-player version of *Saboteur*. Scheduled to ship in January 2017.

MFG ASI5716 ..... \$15.00



#### PARANOIA RPG: FORMS PACK

Citizen! Fill out this mandatory fun form immediately! Failure to complete this form promptly may result in unspecified formal form sanctions, including reassignment to form checking, cranial deformation, or more forms! Scheduled to ship in March 2016

S2P MGP50002 ..... \$9.99

#### PARANOIA RPG: INTERACTIVE SCREEN

The *Paranoia* Interactive Screen is an experimental, but entirely safe device developed by those totally non-mutant geniuses over R&D. How will it make you happy? Touch Screen! It's entirely tangible. There is, actually, piece of cardboard on the table, not just a hologram or social convention. Interactive! Slam your Action Cards on the screen's action slots for special bonus powers! Dangerously Interactive! Knock over the screen and win big prizes! So stylish and awesome, you'll think it's above your security clearance! [Prizes may include termination.] Scheduled to ship in March 2016

S2P MGP50001 ..... \$19.99



## MONTE COOK GAMES



#### CYPHER SYSTEM RPG: EXPANDED WORLDS HARDCOVER

Where will your *Cypher System* campaign take you? A world of Victorian horror? High fantasy? Espionage? Galaxy-spanning space opera? *Expanded Worlds* builds on the genre rules and advice in the *Cypher System Rulebook*, with specific sections on post-apocalyptic, mythological, fairytale, historical, childhood, noir, and hard sci-fi games. Scheduled to ship in April 2017.

PSI MCG109 ..... \$44.99

## MODIPHUIS

## OSPREY PUBLISHING



#### SYMBAROUM RPG: THISTLE HOLD - WRATH OF THE WARDEN

The first sourcebook in the *Chronicle of the Throne of Thorns* campaign for the *Symbaroum* RPG, *Thistle Hold - Wrath of the Warden* features a comprehensive introduction to Thistle Hold's history, establishments, factions, and conflicts, plus a revealing account of what hides in the shadows of Thistle Hold, complete with plot hooks and intrigues waiting to be developed into adventures. Also included are two evocative ruins to explore as well as additional rules and new traits, abilities, special actions, elixirs, and mystical artifacts. Scheduled to ship in February 2017.

IMP MUH050550 ..... \$39.99

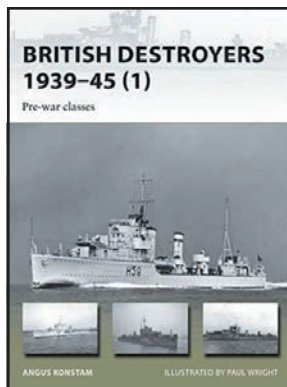
#### AIRBORNE: THE COMBAT STORY OF ED SHAMES OF EASY COMPANY

Colonel Ed Shames is that rare man who can call himself a true warrior. A member of Easy Company of Band of Brothers fame, Shames saw combat in some of the most ferocious battles of World War II. From jumping behind the lines of Normandy on D-Day with the 101st Airborne Division, to the near victory of Operation Market Garden, to the legendary stand at Bastogne during the Battle of the Bulge, Shames fought his way across Europe and into Germany itself. In *Airborne*, Shames and writer Ian Gardner (*Tonight We Die As Men*) tell the gripping true story of what it was like to be at the spear point of World War II in Europe. Scheduled to ship in April 2017.

OSP GM383 ..... \$15.00



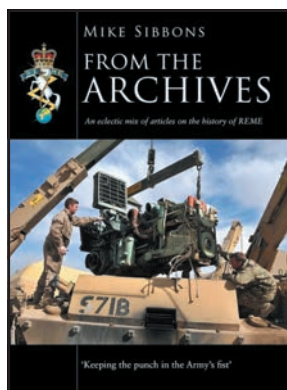




### BRITISH DESTROYERS 1939-45: PRE-WAR CLASSES

The Royal Navy entered World War II with a large but eclectic fleet of destroyers. Some of these were veterans of World War I, fit only for escort duties. Most, though, had been built during the interwar period and were regarded as both reliable and versatile. This fully illustrated study is the first in a two-part series on the real workhorses of the wartime Royal Navy, focusing on how these aging ships took on the formidable navies of the Axis powers. Scheduled to ship in April 2017.

OSP NVG246 .....\$18.00



### FROM THE ARCHIVES

Modern soldiers depend on their equipment, from the weapons in their hands and the tanks that support them, to the communications equipment that connect them to their commanders. Formed in 1942, the Corps of Royal Electrical and Mechanical Engineers (REME) have maintained the British Army's equipment and kept their machines moving for nearly 75 years. *From the Archives* features a collection of some of the fascinating accounts unearthed in the archives and written about in the *The Craftsman* (the Corps Magazine) and *The REME Journal*. Scheduled to ship in October 2016.

OSP GM233 .....\$24.00

### MAPS OF WAR

There is little documented mapping of conflict prior to the Renaissance period, but, from the 17th Century onward, military commanders and strategists began to document the wars in which they were involved and, later, to use mapping to actually plan the progress of a conflict. Using contemporary maps, this sumptuous new volume covers the history of the mapping of land wars, and shows the way in which maps provide a guide to the history of war. Scheduled to ship in October 2016.

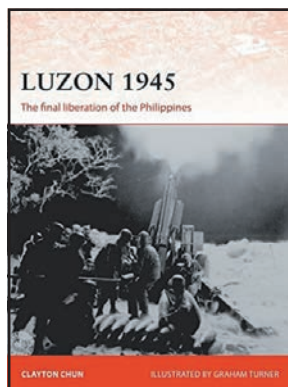
OSP CNW440 .....\$50.00



### LANCASTER

Developed from the underperforming twin-engined Manchester, the Avro Lancaster was the RAF's most successful heavy bomber of World War II, forming the backbone of Bomber Command during the large-scale night bombing campaign against occupied Europe. Drawing on a wealth of research, stunning illustrations, and contemporary photographs, this book reveals how the Lancaster became a symbol of British resistance before going on the offensive against Germany in bombing attacks such as the famous Dambusters raid. Scheduled to ship in April 2017.

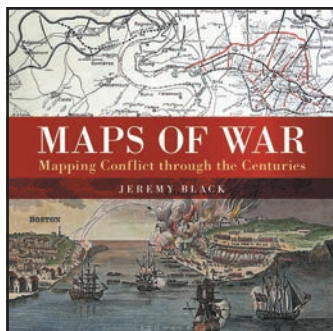
OSP GM939 .....\$12.00



### LUZON 1945: THE FINAL LIBERATION OF THE PHILIPPINES

Driven from the Philippines in 1942, General Douglas MacArthur returned three years later to force the Japanese off of its main island of Luzon. Containing the capital of Manila and vital natural resources as well as thousands of Allied prisoners of war, the triumph at Luzon would be a crucial step on the road to victory as the Americans continued to island-hop their way toward the Japanese home islands. This new study details one of the hardest-fought campaigns of the Pacific War with Japanese fatalities alone on Luzon topping 200,000. Scheduled to ship in April 2017.

OSP CAM306 .....\$24.00



# MARTIN WALLACE'S STEAM EXPANSION #5

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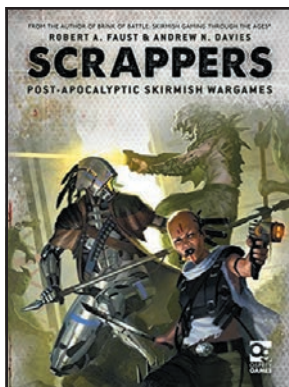
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**SCRAPPERS: POST APOCALYPTIC SKIRMISH WARGAMES**

It's more than 150-years since the biological and nuclear apocalypse ravaged Earth. The catastrophic failure of the artificial intelligence intended to ensure mankind's future brought civilization to its knees. Mutated plants, animals, and humans rub shoulders with embittered survivors, mercenaries, anarchists, bigoted True Humans, and cults dedicated to the surviving AIs, and all must carve out their place in this brutal landscape - or perish as billions before them. In *Scrappers*, a miniatures skirmish game, players represent factions struggling for survival and dominance as they strive to acquire advanced technology from before the collapse of civilization. Recruit a Scrapper Crew to send out into the ruins of the Deformed Earth to acquire supplies,

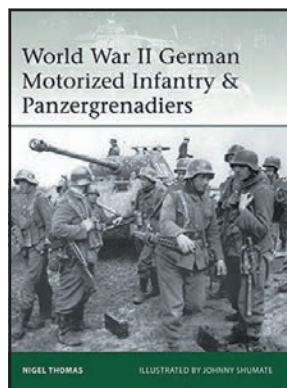
salvage, and ancient tech to bring more power and influence to your faction. Scheduled to ship in April 2017.

OSP SCR260 .....\$30.00

**WORLD WAR II GERMAN MOTORIZED INFANTRY AND PANZERGRENADIERS**

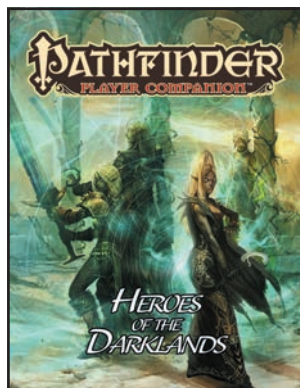
In World War II, Germany's doctrine of mobile warfare dominated the battlefield. By trial and error, the Germans were the first to correctly combine the strength in tanks and in mobile infantry and artillery. This study traces the development of the different types of units that came together in the Panzergrenadier branch from the interwar years through World War II. Scheduled to ship in April 2017.

OSP EU218 .....\$19.00

**PAIZO PUBLISHING****PATHFINDER RPG: ADVENTURE PATH - IRONFANG INVASION PART 3 - ASSAULT ON LONGSHADOW**

Having rescued what remains of the Chermasardo Rangers, the heroes have their first chance to take the offensive against the Ironfang Legion when rumors emerge of the monstrous invaders massing to the north to siege the refinery town of Longshadow. If the Legion succeeds, their inhuman empire tightens its grip across western Nirmathas, and the mines and refineries would grant them all the raw materials their engine of war requires. But the Legion's heavy focus on Longshadow leaves their flanks vulnerable to a campaign of sabotage and harassment! A *Pathfinder Roleplaying Game* adventure for 8th-level characters, *Assault on Longshadow* continues the *Ironfang Invasion Adventure Path*. Scheduled to ship in April 2017.

PZO 90117 .....\$24.99

**PATHFINDER RPG: PLAYER COMPANION - HEROES OF THE DARKLANDS**

Light shines brightest in the darkest night! From the impossible depths of the earth crawl forth horrible foes, but bold heroes rise to face them. Join these champions' ranks with *Pathfinder Player Companion: Heroes of the Darklands*. This chronicle of the *Pathfinder* world's underground realms explores the distinct regions of the Darklands, preparing characters for their descent into the endless night with incredible powers and a host of new character options, including new archetypes, feats, spells, and magic items. The Darklands may be deadly, but they're not a death sentence - for those who prepare. Scheduled to ship in April 2017.

PZO 9479 .....\$14.99

**PATHFINDER RPG: MAP PACK - SECRET ROOMS**

Steal your way into the hiding places of secret treasures - and terrors! *Pathfinder Map Pack: Vaults* contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, that combine to create a labyrinth of stone-walled chambers through which you can lure your players with the promise of fabled wealth - and ambush them with ghoulish guardians! Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in April 2017.

PZO 4067 .....\$14.99

**PENDELHAVEN GAMES****FATE OF THE NORNS RPG: RAGNAROK BESTIARY HC**

This Lore Book for *Fate of the Norns* provides game masters with detailed and pre-generated monsters who roam the worlds that hang upon the World Tree. Scheduled to ship in February 2017.

HPS PNH0026 .....\$64.98

**FATE OF THE NORNS RPG:****RAGNAROK LORDS OF THE ASH HC**

This lore book for *Fate of the Norns* provides game masters with detailed information on the gods, giants, and dwarves, and introduces five new playable archetypes and two new magic systems. Scheduled to ship in February 2017.

HPS PNH0020 .....\$69.99

**FATE OF THE NORNS RPG: RAGNAROK DENIZENS OF THE NORTH HC**

King Harald Fairhair, the great Jarl who unified Midgard's petty kingdoms, father to many high and low born children, has died with no successor. On the evening of his death a dreadful omen appeared in the skies above: two celestial wolves, maws outstretched swallowed the sun and moon! Three years later, after an endless and relentless dark winter, heroes rise to forge their legacies. The great realm of Midgard has splintered into fragments. Jarls with ambitions for the crown have sundered the landscape. Scheduled to ship in January 2017.

HPS PNH0006 .....\$64.98

**PETERSEN GAMES****CTHULHU WARS**

Scheduled to ship in February 2017.

**CTHULHU WARS: CORE GAME**

The Old Ones Have Risen! Monsters Walk the Earth! Humanity is finished, but the struggle continues. Which Great Old One will rule the ruins of Earth? Now, you take charge in *Cthulhu Wars*, a fast-moving, competitive, tabletop strategy game of Lovecraftian horror in which 2 to 8 players face-off to determine the fate of the planet. In *Cthulhu Wars*, you can play as Great Cthulhu himself, or take charge of other monstrous factions seeking to dominate the world such as the slithering hordes of the Black Goat, Shub-Niggurath, the aquatic terrors of the Crawling Chaos, or the insane minions of the Yellow Sign. Recruit cultists, summon Shoggoths, cast spells, open interdimensional gates, and awaken your inner Great Old One in *Cthulhu Wars*!

PTG CWCG .....\$179.00

**AZATHOTH FACTION**

PTG CWF4 .....\$59.00

**DREAMLAND SURFACE MONSTER EXPANSION**

PTG CWU1 .....\$25.00



## COSMIC TERROR PACK

PTG CWU5 .....\$24.99



## DREAMLAND UNDERWORLD EXPANSION

PTG CWU2 .....\$25.00



## GREAT OLD ONE PACK 1

PTG CW001 .....\$50.00



## GREAT OLD ONE PACK 2

PTG CW002 .....\$40.00



## GREAT OLD ONE PACK 3

PTG CW003 .....\$15.00

## GREAT OLD ONE PACK 4

PTG CW004 .....\$24.99



## HIGH PRIEST EXPANSION

PTG CWU3 .....\$20.00



## OPENER OF THE WAY

PTG CWF1 .....\$59.00

## RAMSEY CAMPBELL HORRORS 1

PTG CWR1 .....\$24.99

## RAMSEY CAMPBELL HORRORS 2

PTG CWR2 .....\$24.99



## THE SLEEPER FACTION

PTG CWF2 .....\$59.00

## TCHO-TCHOS FACTION EXPANSION

PTG CWF5 .....\$59.00



## WINDWALKER FACTION

PTG CWF3 .....\$59.00

## PIECEKEEPER GAMES



## FLAG DASH

Plan! Outwit! Capture the Flag! In *Flag Dash*, you play as one of several childhood friends who promised to play their favorite pastime again after they "grew up." Secretly plan your moves to outmaneuver the opposing team in an exciting game of capture the flag! Choose from six fun characters with unique player powers and beautiful illustrations, including the Wannabe Ninja, Modern Cowboy, and Crazy Cat Lady! Scheduled to ship in March 2017.  
UPI 10052..... PI

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# PLASTIC SOLDIER COMPANY

## 15MM EASY ASSEMBLY

Scheduled to ship in December 2016.



**6 PDR AND LOYD CARRIER**  
PSC WW2G15003 .....\$21.94



**BRITISH 25 PDR AND MORRIS QUAD TRACTOR**  
PSC WW2G15005 .....\$24.19



**CHURCHILL TANK**  
PSC WW2V15023 .....\$22.44



**CROMWELL TANK**  
PSC WW2V15022 .....\$21.94



**GERMAN MEDIUM TRUCKS**  
PSC WW2V15026 .....\$21.94



**GERMAN PANZER III F, G AND H TANK**  
PSC WW2V15009 .....\$21.94



**GERMAN PANZER III J, L, M AND N TANK**  
PSC WW2V15010 .....\$21.94



**GERMAN PANZER IV TANK**  
PSC WW2V15002 .....\$22.44



**GERMAN SDKFZ 250 ALTE HALFTRACK**  
PSC WW2V15028 .....\$21.94



**GERMAN SDKFZ 251 AUSF D HALFTRACK**  
PSC WW2V15007 .....\$21.94



**GERMAN PANTHER TANK**  
PSC WW2V15012 .....\$22.44



**GERMAN STUG III F8/G ASSAULT GUN**  
PSC WW2V15005 .....\$21.94



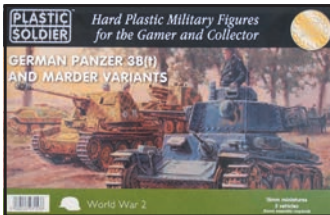
**GERMAN TIGER I TANK**  
PSC WW2V15017 .....\$21.94



**M3 HALFTRACK**  
PSC WW2V15016 .....\$21.94



**PAK 40 AND RAUPENSCHLEPPER OST**  
PSC WW2G15004 .....\$21.94



**PZ 38T AND MARDER VARIANTS**  
PSC WW2V15025 .....\$21.94



**RUSSIAN T34 76/85 TANKS**  
PSC WW2V15001 .....\$22.44



**SHERMAN M4A1 75MM TANK**  
PSC WW2V15004 .....\$21.94



**SHERMAN M4A1 76MM WET TANK**  
PSC WW2V15008 .....\$21.94



**SHERMAN M4A4 AND FIREFLY TANK**  
PSC WW2V15011 .....\$21.94

## POKÉMON USA



### POKÉMON TCG: KINGDRA EX BOX

Kingdra-EX is a devastating Dragon-type Pokémon, awash in stormy power! Each Kingdra-EX Box for the Pokémon Trading Card Game comes with a foil promo card and an oversized foil card featuring Kingdra-EX, plus four Pokémon TCG booster packs and a code card for the Pokémon Trading Card Game Online. PUI 80293.....PI

### POKÉMON TCG: LYCANROC GX BOX

Call the Midday Form of Lycanroc-GX to your side today! With the once-per-game Lycanfang-GX attack, this Pokémon-GX can help propel your deck to victory - and crush your foe's hopes! The Lycanroc-GX Box for the Pokémon Trading Card Game comes with a never-before-seen foil promo card and a foil oversized card featuring Lycanroc-GX, plus four Pokémon TCG booster packs and a code card for the Pokémon Trading Card Game Online. PUI 80281.....PI



## POKÉMON TCG: LEGENDS OF ALOLA TIN

Capture the newly discovered Pokémon of the Alola region! Harness the sun and steel fury of Solgaleo-GX, or uncover the moonlight mysteries of Lunala-GX with the *Legends of Alola Tin*. Each tin contains one of two foil Pokémon-GX cards (Solgaleo-GX or Lunala-GX), plus four Pokémon TCG booster packs, and a code card to unlock a playable deck in the Pokémon Trading Card Game Online.

PI 80209.....PI

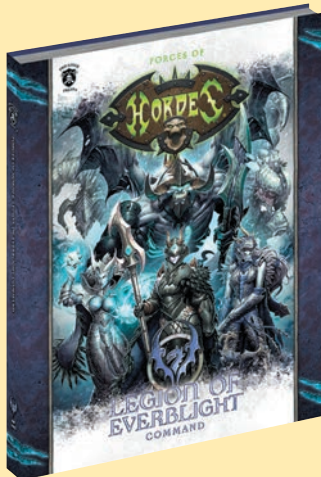
## PRIVATEER PRESS

### HORDES

Scheduled to ship in March 2017.



## FEATURED ITEM



### FORCES OF HORDES - LEGION OF EVERBLIGHT COMMAND

Providing the foundation every Legion player needs, *Forces of HORDES: Legion of Everblight Command* features a complete listing of all current warlocks and warbeasts released to-date, in addition to two new warlocks, a new character warbeast, and a selection of core units and solos from the Faction.

#### HARDCOVER

PIP 1095.....\$44.99

#### SOFTCOVER

PIP 1094.....\$34.99



**LEGION OF EVERBLIGHT AZRAEL  
NEPHILIM HEAVY WARBEAST**

PIP 73102.....PI



**LEGION OF EVERBLIGHT FYANNA,  
TORMENT OF EVERBLIGHT  
STRIDER WARLOCK**

PIP 73106.....\$17.99



**LEGION OF EVERBLIGHT KALLUS,  
DEVASTATION OF EVERBLIGHT WARLOCK**

PIP 73105.....PI

## NO QUARTER MAGAZINE #71

The new-look *No Quarter* leaps into the squared circle with full rules for a no-holds-barred, colossal wrestling game! You'll also find a new theme force, strategy, fluff, and hobby articles, and the latest installment of *Iron Kingdoms Uncharted*. Scheduled to ship in March 2017.

PIP NQ71.....\$8.50

## WARMACHINE

Scheduled to ship in March 2017.



**CYGNAR BRICKHOUSE  
HEAVY WARJACK**

PIP 31123.....\$59.99



**CYGNAR CAPTAIN ALLISON  
JAKES WARCASTER**

PIP 31122.....\$15.99



## FEATURED ITEM



### FORCES OF WARMACHINE - CYGNAR COMMAND

Providing the foundation every Cygnar player needs, *Forces of Warmachine: Cygnar Command* features a complete listing of all current warcasters and warjacks released to-date, in addition to two new warcasters, a new character warjack, and a selection of core units and solos from the Faction.

#### HARDCOVER

PIP 1081.....\$44.99

#### SOFTCOVER

PIP 1080.....\$34.99



**MERCENARIES CAINE'S HELLSLINGERS WARCASTER UNIT**

PIP 41140.....\$29.99



## CORRECTIONS

These items were listed with the incorrect price in issue #203 – we apologize for any confusion or inconvenience

### **HORDES**

Scheduled to ship in February 2017.



#### **FORCES OF HORDES - CIRCLE ORBOROS COMMAND**

Forces of HORDES: Circle Orboros Command provides the foundation every Circle Orboros player needs, including a complete listing of all current warlocks and warbeasts released to date, as well as two new warlocks, a new character warbeast, and a selection of core units and solo from the Faction.

##### **HARDCOVER**

PIP 1093 .....\$41.99

##### **SOFTCOVER**

PIP 1092 .....\$31.99

### **WARMACHINE**

Scheduled to ship in February 2017.



#### **MERCENARIES COLBIE STERLING CAPTAIN OF THE BRI SOLO**

PIP 41145 .....\$11.99



#### **MERCENARIES THORN GUN MAGES LLAELESE UNIT**

PIP 41138 .....\$27.99

## QUEEN GAMES

#### **ESCAPE: THE CURSE OF THE TEMPLE BIG BOX**

Escape: The Curse of the Temple is a realtime, cooperative game in which all players must escape from a temple after awakening an ancient curse. This Big Box Edition includes Escape: The Curse of the Temple, Escape: The Curse of the Temple - The Pit, Escape: The Curse of the Temple - Doomed, Escape: Adventure Stickers, and Escape: The Curse of the Temple - Fountain. Scheduled to ship in January 2017.

HPS 10091 .....\$89.50

## Q-WORKSHOP



#### **BATMAN MINIATURE GAME: D6 SUICIDE SQUAD DICE SET (6)**

Fight for control of Gotham with these six beautifully detailed D6 dice based on the Suicide Squad movie. Scheduled to ship in January 2017.

QWS ACC0045 .....PI



#### **DRAGON DICE BAG BLACK/ GOLDEN VELOUR**

Scheduled to ship in January 2017.

QWS BDRA121 .....PI



#### **FOREST DICE BAG BEIGE/BLACK**

Scheduled to ship in January 2017.

QWS BFOR111 .....PI



#### **PATHFINDER GOBLIN PURPLE/ GREEN DICE SET (7)**

Scheduled to ship in January 2017.

QWS SPAT76 .....PI

## RAVENSBURGER



#### **IN THE YEAR OF THE DRAGON**

Take on the role of a Chinese prince and maximize the prosperity and prestige of your province in ancient China. Though, you cannot do this alone. Utilize the expertise of your various courtiers to protect the province from unfortunate disasters that arise month to month. Manage your province and withstand the seemingly unending ambush of unfortunate events *In the Year of the Dragon*, a classic strategy game of palaces and privileges. Scheduled to ship in April 2017.

PSI RVN26993 .....\$44.99



#### **NOTRE DAME**

As heads of influential families in Paris at the end of the 14th Century, players compete for prosperity and reputation in the shadow of the Notre Dame cathedral. Through strategic planning, players must influence the different sectors of the city in order to gain money, prestige, and control. Earn the most prestige and claim the title of the most influential family in Paris in *Notre Dame*. Scheduled to ship in April 2017.

PSI RVN26994 .....\$44.99

## REAPER MINIATURES

### **CHRONOSCOPE MODERN MINIATURES**

Scheduled to ship in December 2016.



#### **CPL. MIKE DANA**

RPR 50336 .....\$5.99



#### **NCO WALLY CLARK**

RPR 50335 .....\$5.99



#### **PFC. BOB HANKS**

RPR 50337 .....\$5.99



#### **PFC. MAX DANSWORTH**

RPR 50338 .....\$5.99



#### **PFC. TIM HERNANDEZ**

RPR 50339 .....\$6.99

### **DARK HEAVEN**

Scheduled to ship in December 2016.



#### **ARAVIR, ELF RANGER**

RPR 03763 .....\$8.99





**HIGHLANDER HEROINE**  
RPR 03765 .....\$7.99



**THE RED RAVEN**  
RPR 60203 .....\$7.99



**MEROWYN LIGHTSTAR,  
ELF PALADIN**  
RPR 03764 .....\$7.29



**DARK HEAVEN: SNAKE DEMON**  
RPR 03766 .....\$18.29



**TOWNSFOLK - KIDS 1  
WIZARD & RANGER**  
RPR 03760 .....\$7.49

## PATHFINDER RPG

Scheduled to ship in December 2016.



**ARIC OF HALVON**  
RPR 60204 .....\$7.29

## RED RAVEN



### NEAR AND FAR

Journey through a book of maps filled with amazing adventure in this storytelling sequel to *Above and Below*. Manage and recruit adventurers, each with a unique identity, as you search for a lost city in a strange and wonderful world of ruins. Read from a book of stories, building an amazing and memorable tale each time you play *Near and Far*! Scheduled to ship in April 2017.

PSI RVM015 .....\$69.99

## REIHON GAMES



### THE GUARDIANS: EXPLORE

It's spring break in Arthursburg, a time when kids set out on heroic quests of excitement and imagination. But this year, the danger and magic are real - the residents and wildlife around town have been transformed into evil monsters bent on total destruction! Only you and your friends have the power and wits to rise up and save your loved ones from this unknown evil and become the legendary heroes or Arthursburg! In *The Guardians: Explore*, begin your quest as an apprentice with everything you need to save the town, while honing your skills, sharpening your equipment, and training your familiars. After selecting your approach, work with your teammates to save Arthursburg! Whomever collects the most trophy points will be crowned the True Guardian! Scheduled to ship in December 2016.

RHG 001 .....\$39.99

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## RENEGADE GAME STUDIOS

### CLANK!: SUNKEN TREASURES EXPANSION

The challenge to prove your thieving skills has moved to new environments. You'd better know how to swim, as several rooms you'll face have been completely flooded with water. Plus, of course, there's always an angry dragon to avoid... In *Sunken Treasures*, an expansion for *Clank! A Deck Building Adventure*, players explore two partially flooded maps with new Dungeon Deck cards, a new persistent monster to defeat, and new environmental challenges as they venture in the watery depths. Scheduled to ship in March 2017.

RGS 00569 .....\$25.00



## SPOTLIGHT ON



### HONSHU

In this map-building card game set in feudal Japan, players in *Honshu* are lords and ladies of Noble houses seeking new lands and opportunities for fame and fortune. Scheduled to ship in February 2017.

RGS 00567 .....\$25.00

### SHIBA INU HOUSE

Shiba Inu loves sitting on the roof, staring at the sea, imagining that his master will make him a new dog house and there will be pork chops for lunch. Wait! Did someone just say pork chops?! Shiba Inu is now drooling and jumping up and down on his roof... In *Shiba Inu House*, players race to place cards properly in order to create dog houses for the shiba inu that match the patterns shown on their goal cards. Scheduled to ship in March 2017.

RGS 00563 .....\$20.00



## RIO GRANDE GAMES

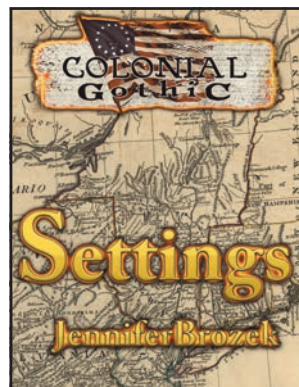


### DOMINION: BIG BOX 2ND EDITION

This *Big Box* for *Dominion* includes *Dominion 2nd Edition* and *Dominion: Intrigue 2nd Edition*, plus additional base cards to allow gameplay for 2-6 players. Scheduled to ship in January 2017.

RGG 540 .....\$75.00

## ROGUE GAMES



### COLONIAL GOTHIC RPG: SETTINGS

Six Towns, Many Secrets! Plymouth, Massachusetts; Elizabethtown, Maryland; Savannah, Georgia; Charlotte Haven, Florida, Popham, Massachusetts; Roanoke Island. Six towns that appear to have nothing in common. Six towns with secrets. Award-winning author Jennifer Brozek takes you beneath the surface of six communities across Colonial America - the people, the societies, the secrets, and the things that were better left undiscovered - revised and re-edited for *Colonial Gothic 3rd Edition*. Scheduled to ship in March 2016

S2P RGG6101 .....\$21.99

## SANGUINE PRODUCTIONS

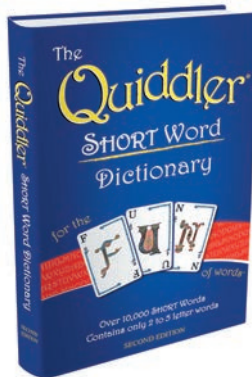


### FARFLUNG: SCIENCE-FICTION ROLE-PLAY AFTER DARK

With its Powered-by-the-Apocalypse rules system and points-in-time relationships, *Farflung* casts you and yours in the roles of people living in the far future, where it's no time like the present. From the human companion lost in time and without a clue and a scientific genius full of ideas and mad with power, to a robot lost and discarded with no friends or family and an indestructible immortal who lays entire cities to waste with but a gesture, the *Farflung* worlds offer you an experience that go one step beyond traditional roleplaying. Scheduled to ship in March 2016

S2P SGPB001 .....\$59.95

## SET ENTERPRISES



### QUIDDLER: SHORT WORD DICTIONARY

The *Quiddler Short Word Dictionary* is unlike any other, because it's not just alphabetical, it's also organized by the number of letters in the word - greatly improving your score in ALL word games! Additionally, every word in the dictionary was verified by at least two other US sources so it cuts down on questionable slang. Scheduled to ship in January 2017.

SEE 5210 .....\$7.85

### WORDSPIEL

The END is just the BEGINNING in WordSpiel! Make words starting with the last letters of the previous player's word. Just like the name, *WordSpiel*, *Spiel* uses the 'S' from *Words*. Enjoyed by wordsmiths and rookies alike, this word game challenges players to make the best word possible within 60-seconds. Scheduled to ship in February 2017.

SEE 3000 .....\$9.80



## SQUARE ENIX



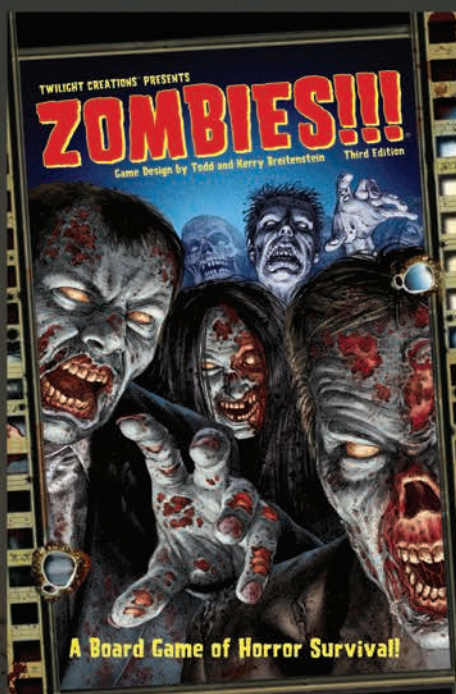
### CHOCOBO PLAYING CARDS

This adorable playing card set features the artwork of Square Enix's Toshiyuki Itahana. His signature cute and chibi interpretation of Chocobo is a fan favorite! Shuffle or deal these delightful designs into your next card game for added fun and Final Fantasy flair. Not only has the artwork featured been especially remastered and refined, but completely new designs also make their debut in this 52 card deck. This handy deck of cards makes a great gift for any fan of *Final Fantasy*! Scheduled to ship in July 2017.

DIA STL038792 .....PI



# There WAS hope...



## But now WE are Desperate and the Odds are NOT in our Favor

**Zombies!!! 15: Another One Bites The Dust** takes you out of civilization and into the desert. You have to find enough water to survive this wild trek to Las Vegas.

### GAME CONTENTS:

- 15 Map Tiles
- 32 Event Cards
- Water Tokens
- Rules

Requires the Zombies!!! core set (TLC 2010 or 2011) to play.



UPC 823973021156  
PRODUCT CODE TLC 2115  
SRP \$15.99 Spring 2017

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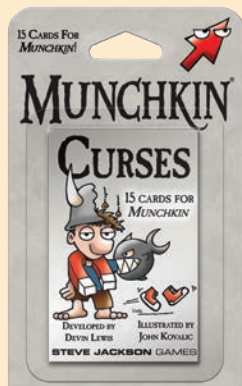


## VETERAN OX

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## SPOTLIGHT ON

MUNCHKIN: CURSES  
BLISTER PACK

Curses! Foiled, Again! *Munchkin* players love that moment when an enemy kicks down the door, and the card they draw is - a Curse! Whether it means losing items, skipping turns, or stumbling across a duke imbued with pure doom, a Curse always adds an element of gleeful mayhem to any *Munchkin* game. This 15-card *Munchkin* expansion introduces 12 new Curses cards which players can bedevil their enemies with, plus two new monsters and one Curse Reverse. Scheduled to ship in April 2017.

SJJ 4255 .....\$5.95

## STRONGHOLD GAMES

## GET THE CHEESE!

Jurassic Overlord Zombiesaurus Rex! Galaktor, the Alien Megabrain from Dimension Dork! General Turtozoid, the Heavily Armed Tank Turtle! Pun-Pun, the Nuclear Powered Panda Pirate! Pick your fighter, grab your whacky and way cheesy "Pals", strange "Stuff", and dastardly "Deeds", and go on the hunt for the Cheese in *Get the Cheese!*, a frenetic and fun card game of utter cheesiness! Scheduled to ship in April 2017.

PSI SG-9900 .....\$14.95



PSI SG-6009 .....\$29.95

## NOT ALONE

It's the 25th Century and humanity has set off for the stars. Having travelled to the edges of the galaxy, we've never encountered other intelligent lifeforms. Until now. While searching through the central archives of ancient Earth, you discover a planet has been removed from official maps and that no other data is available. Intrigued, you set up an expedition to Artemia. Initial readings from Artemia's surface reveal it's hospitable to human life and home to rich and varied fauna and flora. But, as you enter the planet's atmosphere, a strong magnetic field disrupts your ship's on-board computers, and you crash land. Stranded, you begin to explore your surroundings - but, in the distance, you make out the silhouette of something observing you. You are not alone... *Not Alone* is an asymmetrical game of hunt - or be hunted! Scheduled to ship in April 2017.

## SURFIN MEEPLE

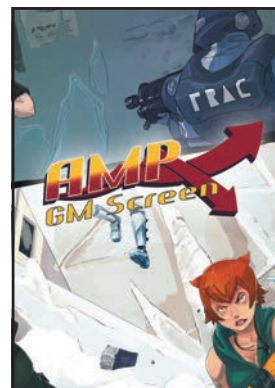


## FEARZ!

Nothing to Fear but Fear Itself! In this fun, fast, and furious realtime game, each player is terrified of one Creature of the Night, like the vampire, ghost, witch, and werewolf. Cards are flipped, one after another, revealing four or five monstrosities. Each time the creature a player is fearful of appears, he must scream, shriek, or recoil in horror. Deduce what the other players are afraid of and gain mastery over your own fears in *Fearz!* Scheduled to ship in February 2017.

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Now the rules for *AMP: Year One* are at your fingertips with this stylish, three-panel GM Screen containing all the quick-reference rules you need to run an action-packed campaign. Scheduled to ship in March 2016

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SHINY NEW TOYS

What would science fiction be without fantastic technologies or life-changing discoveries? Climactic spaceship battles or tense standoffs? *Shadows Over Sol: Shiny New Toys* is here to help tell these stories with new weapons, gear, and rules for vehicular confrontation! A key supplement for *Shadows Over Sol*, *Shiny New Toys* features complete vehicle rules, from spaceships to motor bikes, a system for space battles and other vehicular combat, more than 30 new arms and armor options to survive the coming horror, and over 80 new pieces of equipment, from fabricators to scout drones. Scheduled to ship in March 2016

S2P TAB1102 .....\$14.99



## TOY VAULT

## SPOTLIGHT ON

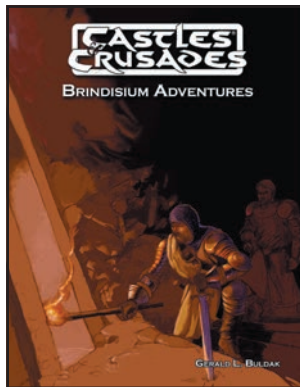
FIREFLY: SERENITY  
PLUSH SLIPPERS

Roam The Verse with the *Serenity* keeping your feet cozy as Firefly-class transport ships double as comfy oversized plush slippers. Scheduled to ship in December 2016

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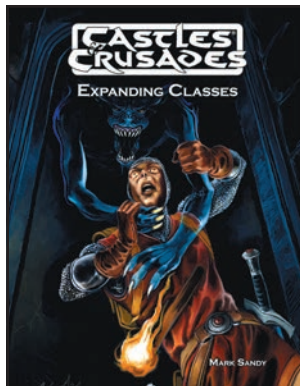
## TROLL LORD GAMES



### CASTLES AND CRUSADES RPG: BRINDISIUM ADVENTURES

South of the fabled Darkenfold lies the dry plains of Brindisium. Here men dwell in the shadow of an Empire, ancient yet reduced, legions are fierce, her government controlling, and the lands are wild and reckless. *Brindisium Adventures* introduces two High Level adventures for *Castles & Crusades*: "Prophecy of Balak' zir" and "Mine! Mine! Mine!" Scheduled to ship in February 2017.

IMP TLG8345 .....\$9.99



### CASTLES AND CRUSADES RPG: EXPANDING CLASSES

*Expanding Classes* delves into the 13 standard *Castles & Crusades* classes, details Rune Mark, and unleashes the power of multi-classing, enhanced classes, and switching classes. Scheduled to ship in January 2017.

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### CASTLES AND CRUSADES RPG: SLIPCASE EDITION

Strictly limited to only 750 copies, this *Castles & Crusades Slipcase* comes complete with the *Player's Handbook*, *Monsters & Treasure* sourcebook, and the *Castle Keepers Guide*. Scheduled to ship in January 2017.

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### SPOTLIGHT ON



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The Ultimate Collection of *Ascension's* Entire Third Year! Enjoy these fan-favorite sets released in *Ascension's* third year with the *Year Three Collector's Edition*! Battle in style - all 378 cards feature updated card frames in a premium foil finish! Includes *Ascension: Rise of Vigil*, *Ascension: Darkness Unleashed*, the entire third year of promo cards, and the PlayDek promo pack! Scheduled to ship in January 2017.

UPI 10074 .....PI



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### DUNGEONS & DRAGONS: TREASURE NEST DICE BAG

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# COSTA RICA

Explore the Costa Rican rainforest! Each turn, reveal what is hiding and decide... do you take your data back, or push on, even though another explorer might take credit for your work? Avoid mosquitos, discover animals & prove that you are the best explorer in Costa Rica!

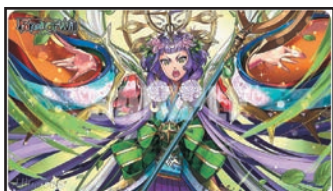
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**FORCE OF WILL: RETURN OF THE DRAGON EMPEROR PLAY MATS**

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<b>VERSION 1</b>	
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<b>VERSION 2</b>	
UPI 85318.....	PI
<b>VERSION 3</b>	
UPI 85319.....	PI

**HATSUNE MIKU PROTECTOR DECK SLEEVES (50)**

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<b>MEGURINE LUKA NEKOMIMI</b>	
UPI 85192.....	PI
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<b>ISLAND</b>	
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<b>PLAINS</b>	
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**MAGIC THE GATHERING: MODERN MASTERS 2017**

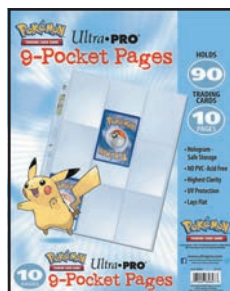
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<b>PLAY MAT 3</b>	
UPI 86544.....	PI

**ONE PUNCH MAN PLAY MATS**

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**JULIUS CAESAR & MARK ANTONY**

WLG 103011102 ..... PI



**VERCINGETORIX GALLIC CELT CAPTAIN**

WLG 103011501 ..... PI

## KONFLIKT 47

Scheduled to ship in December 2016.

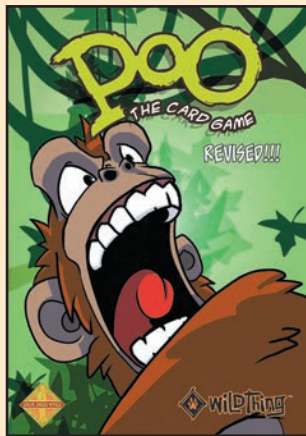


**BRITISH STARTER SET**

WLG 451510601 ..... PI

## WILDFIRE

## SPOTLIGHT ON



### POO (REVISED)

Bigger Art! Revised Rules! Card Icons! The original award-winning game of poo-flinging is back with a brand-new facelift! It's been a tough day in the monkey cage and something in the food tonight wasn't quite right. In monkey world, there's only one thing that can be done about it - fling poo! It doesn't matter who started it in this fast and furious game of monkey see, monkey doo - it only matters who's got what it takes to be King of the Cage in Poo! Scheduled to ship in March 2017.

PSI WDF11072.....\$9.99

## WIZKIDS/NECA



## FEATURED ITEM



## HEROCLIX

### DC HEROCLIX: 15TH ANNIVERSARY ELSEWORLDS

The DC Comics HeroClix: 15th Anniversary Elseworlds Booster Brick includes the most iconic DC heroes and villains of all time, exactly as you'd expect them to be, and with incredible alternate versions, too. HeroClix fans can explore a world in which Kal-El was raised by the Waynes, or Diana Prince as a marshal in the Wild West. See your favorite characters in ways never before possible on the HeroClix tabletop! Themes shift from settings in Gotham to Egypt, the Daily Planet to the basketball court, and more! Explore these destinations and the personalities found in the alternate universe of DC Comics HeroClix: 15th Anniversary Elseworlds. Scheduled to ship in July 2017.

**BOOSTER BRICK (10) WZK 72762.....\$129.90**  
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## FEATURED ITEM



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What if heroes become villains? What if someone new gains powers? The Marvel HeroClix: 15th Anniversary What If? Collection features the



most iconic Marvel heroes and villains of all time, exactly like you'd expect them to be, and in spectacular alternate versions, too! HeroClix fans will be able to have their Punisher become the Sorcerer Supreme, or Daredevil join S.H.I.E.L.D. in ways never before possible on the HeroClix tabletop! Scheduled to ship in June 2017.

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**STARTER SET WZK 72825 .....\$24.99**

## WORTHINGTON GAMES



### HOLD THE LINE

Combining *Clash of a Continent*, the original *Hold the Line*, plus new original scenarios into one comprehensive Revolutionary War game, this remastered edition of *Hold the Line: The American Revolution* takes players from the towns of Lexington and Concord to the shores of Yorktown. Scheduled to ship in January 2017.

WOG WPUB030 .....\$89.00

### HOLD THE LINE: THE FRENCH AND INDIAN WAR EXPANSION SET

As a prelude to the American Revolution, the French and British soldiers along with their American allies have embarked in great campaigns for control of the continent. Using unconventional military tactics, the native population, with French backing, attempted to stand toe-to-toe with the British military machine. Moving through the campaigns with new Rangers, Indians, and French units and adding a new aspect to the *Hold the Line* series, *The French & Indian War Expansion* introduces 12 scenarios pivotal to this war. Scheduled to ship in January 2017.

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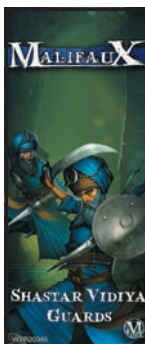
#### GUILD FIELD REPORTERS

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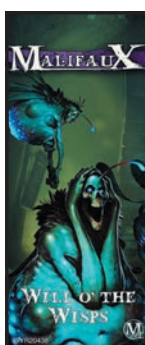
#### GUILD THE PEN IS MIGHTIER (NELLIE)

WYR 20132 .....\$50.00



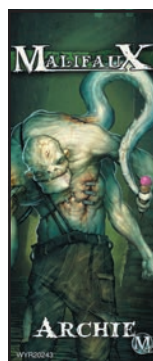
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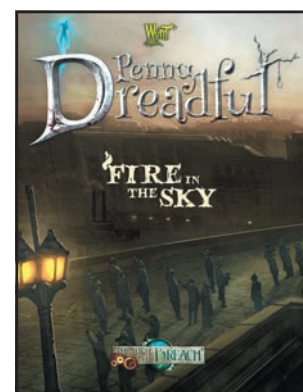
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## Z-MAN GAMES



#### CAMEL UP: CARDS

In this new breed of camel race, bet on the camel you believe will finish first, or last, or even in the middle of the pack! You never know which card will come up, but you can cleverly select some to influence the race, ever-so-slightly, and thus become the ultimate camel race betting champion! This expansion to *Camel Up* introduces exciting, new card mechanics and Fennec and a Palm to even the odds - but in whose favor? Scheduled to ship in December 2016

ZMG 71485 .....\$19.99



# EXPLORE THE HIDDEN DEPTHS OF THE RAINFOREST IN

# COSTA RICA



## COSTA RICA

MFG 4140 ..... \$35.00 | Available Now!

You and your fellow explorers are tracking the animals of the Costa Rican rainforest! Explore the streams, forests, and highlands of this tropical paradise, and try to count as many animals as you can. As expedition leader, you choose which direction your group goes — but if you press on, others in your group may take credit for what you've discovered. And, if you encounter too many threats, your expedition may come to a premature end. Earn credit for animals (the more, the better) and for finding at least one of each. The player with the most points at the end of the game wins!



In *Costa Rica*, players take on the role of explorers cataloging the undiscovered insects and animals in an uncharted wilderness. There are three types of terrain to explore—mountains/highlands, coast/wetlands, and forest—and each one features unique wildlife as well as a varying level of risk for players to grapple with.

*Costa Rica* sets up quickly, with players turning the tiles face down and building a random hexagonal board with five tiles per side. Until the tiles are revealed, players will be able to see what terrain the tile is but no other information about the tile. Using only this knowledge, along with information on the type of wildlife, the density of wildlife, and the relative danger of each terrain (provided on a handy player reference card), players take turns trying to choose the best path to explore the rainforest and return to civilization with its secrets.

There are common and rare animals, and these vary by terrain. The wildlife found in the highlands are toucans and rare jaguars, while explorers can discover the basilisk and the rare red-eyed stream frog in the wetlands, and finally the forests, which are home to the capuchin monkey and the rare rhinoceros beetle. Threats in the rainforest are represented on the tiles by mosquitos, which have the capability of carrying dengue fever. These mosquitos are most commonly found in the mountains and are rarely in forests.

There are six expeditions in the game and each player will begin with an explorer in each. As the game goes on, however, explorers will leave expeditions to return to civilization and catalog the natural wonders they have discovered. The expedition that moves, and the path they take, is determined by the expedition leader, which rotates among the players from turn to turn.

As players explore, they must decide whether to push their luck further or risk losing their explorer and some of their discoveries to

threats or other players. Each turn, beginning with the expedition leader, players can leave the expedition and catalog their discoveries. If no one departs, the expedition pushes deeper into the rainforest. If two mosquitos are encountered, the expedition leader is forced to leave the expedition and loses both mosquito-infected tiles, but keeps all other tiles. In either case, once someone leaves the expedition, the mantle of expedition leader passes on to the next player and play resumes.

The game continues until all tiles have been revealed, or all explorers have left the rainforest. Players then score based on the number and variety of animals they discovered. The more of a specific type a player discovers (say monkeys), the more points they are worth. One animal of a type is only worth one point, while seven or more of the same species is worth 28 points. If you have at least one of every animal, you score an additional 20 points per set - the more players there are in the game the more important this bonus becomes.

This brings us to the other exciting element of *Costa Rica* — the ability to stab your friends in the back. Keeping an eye on sets your opponents are building is huge and sometimes you'll want to leave an expedition early to take away key discoveries from a specific player. The expedition leader can also select a path that cuts other expeditions off from a specific terrain, or potentially from having any territory to explore at all.

In the end, the player who scores the most points wins!

We hope you've enjoyed our look at *Costa Rica*. It's a quick, fun, possibly ruthless game of discovery, set-building, and luck-pushing. The game takes just a few minutes to set up and plays in less than 45-minutes, making it a perfect filler game, or a game for serious gamers to use as a gateway for their friends into the intriguing world of modern board games.

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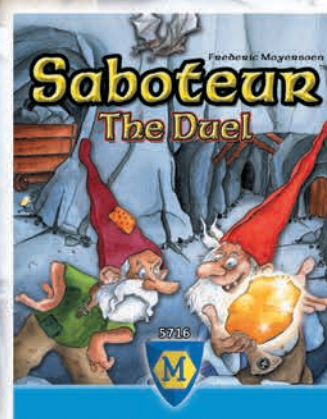
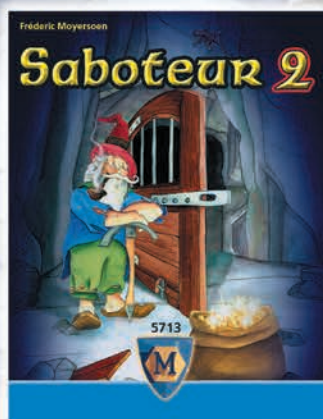
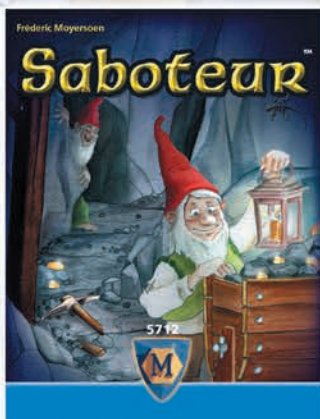
**About Costa Rica:** *Costa Rica* was designed by Matthew Dunstan and Brett J. Gilbert. The game is designed for 2-5 players ages 8 and up and each game takes between 30 and 45 minutes.





# Saboteur<sup>®</sup>

*Get the most gold and watch out for the trolls!*



Try out the classic Saboteur trilogy by Frederic Moyerseen! Play the original game and try to get gold by any means necessary, expand your experience with all new roles in Saboteur 2, or engage in a tense one-on-one battle for gold in Saboteur Duel!



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# CORVUS BELLI INFINITY

## NEON LOTUS SCENERY PACK:

### A MALL IN THE STARS

AN ARTICLE BY GUTIER LUSQUÍÑOS (INTERRUPTOR). EDITED BY JEREMY BRECKBILL.

"While PanOceania jumped to the exploration of the stars, looking for inhabitable planets in other systems, in Yu Jing the Party went for safer expansion ventures like intra-system colonization. Understanding the importance of Mars as a stopover before going to the outer planets of the Solar System, Yu Jing developed an aggressive colonization program on the red planet as a first phase of what would become the Mars-Saturn Circuit.

One of the more important infrastructures of this circuit was the Neon Lotus orbital, a floating service habitat. Neon Lotus would work not only as a stopover port, but also as a leisure and rest zone for settlers no matter their nationality—a space to connect or disconnect from the hard work on the planet. Currently, and despite improved living conditions for all Martian settlers, Neon Lotus still keeps the vibe of a fun place that you never want to leave."

Extract from "A planet under you.

The great orbitals of the Human Sphere", an article by Gisèle Tubiana for GLAMerade, the perfect mix of style and information!

When Corvus Belli started the Operation: Red Veil project for Infinity, one of the most important aspects of its design as a product was deciding the setting, the location where the action would take place. This would not only affect the story and the booklet's background, but it would also affect the design of the cardboard scenery that would come along with the box.

We tried several different ideas with the previous scenery packs, but now we needed a more urban environment that was also futuristic. From that came the idea of doing a mall, but in space!

However, with the new scenery pack we wanted to change the theme—as well as the shapes of the buildings—to keep from repeating the same model. We solved that with higher buildings, cubic modules instead of the containers we had done before, and a couple of catwalks to give more verticality to the game.

The intention was to give a bit more variety and color to Infinity game tables with this new scenery pack. We wanted a product that was quick and easy to assemble, and that would allow players to easily prepare a game table. The scenery packs are great for beginners who need to acquire a playable and sharp looking game table quickly. But it's also

great for players who have to carry scenery from their homes to the gaming location, as these cardboard buildings are foldable, so they weigh less and take up less space. You can even carry them in your models' carry bag.

In order to continue providing gaming support to Infinity players, this scenery pack is now released separately from the Battle Pack. So, players interested in building a game table can get it without needing to buy Operation: Red Veil.

However, before you start playing, stop by Lo-Pan's Noodle Hut. That's what the Fat Yuan Yuan recommends!





# DIRE FOES

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MISSION PACK 6

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# ETHNOS

ETHNOS

COL ETH001 ..... \$39.99 | Available April 2017!

Ethnos was once a thriving world, rich in happiness and diversity. The different races of creatures lived side-by-side in relative harmony — but the fall of the old Age left the countryside in ashes, the Six Kingdoms empty, and the twelve Tribes scattered across the land. Now, it is the dawning of a new Age, and you are thrown into a critically important position. The people of Ethnos are looking for a leader who can unite them, cleverly using the abilities of the different Tribes to gain control of the Kingdoms. To become the next Lord, it will take skill, timing, and strength to lead them to glory.

In *Ethnos*, you recruit different Tribe members and assemble them into bands to battle over the six different Kingdoms on the board. The group of cards you play together determines where on the board you can deploy control markers. At the end of each Age, Glory is awarded in the Kingdoms for the player with the most control. Time changes everything, and as the Ages pass, the value of winning regions fluctuates. Large wars might take place in regions worth more Glory, while opportunities for peaceful transitions of power will arise in the less valuable Kingdoms.

There are twelve different Tribes, but only six are used for each game, promising a unique experience every time you play. Becoming an expert on the Tribes and their strengths is key. It will require a diplomatic mind to get them to align behind you. *Ethnos* is a game

that tests your ability to make decisions on the fly and adjust to an ever-changing board.

The designer, Paolo Mori, has created a modern, strategic game that captures the essence and feel of a classic title. The artwork by the world-famous fantasy illustrator John Howe brings a land on the brink of falling into chaos to life. Howe has created some of his most thematic and engaging characters to represent the different Tribes. With Elves, Merfolk, Trolls, Wizards, and Halflings, among others, you'll be transported to a fantasy world with a rich history and a population of creatures willing to fight for your cause. With characters worthy of some of the best storytellers throughout history, you'll become invested in the future of Ethnos.

As you play bands of Tribe cards, you're able to launch assaults on the different Kingdoms, placing your control markers down and strengthening your hold on the region. When each Age ends, you

earn Glory for the different kingdoms you control. The characters are willing to work together with members of the same Tribe or creatures from the same Kingdom. If one of those two criteria are met, you can band them, which is critical because they determine where on the map you can exercise your control.

With different combinations of Tribes every game, you'll form numerous strategies as new powers present themselves each time you form a band. For example, the mighty Minotaurs are savage in battle, but it's their herd-like mentality that allows them to accomplish more with less. Playing a band with a Minotaur leader allows you to add control markers to a kingdom for one fewer card. Hard-working Dwarves are used to pulling valuable stones and gems from the earth. Naturally, a band with a Dwarven leader will earn you more Glory for taking control of a kingdom. The Centaurs are known as the swiftest Tribe in all of Ethnos. Playing a band with a Centaur leader will allow you to immediately play another band from the cards in your hand, possibly letting you place another control marker. The different Tribes' special abilities are well balanced between advantages in the game play and ways to earn extra Glory.

Will you be able to unite the Tribes and bring them together under one rule? Recruit wisely and elect the leaders that will reinforce your strategy. After the third Age, you might have the Glory required to ascend to the throne of Ethnos! Find out when *Ethnos* arrives at your FLGS in April 2017 from CMON and Spaghetti Western Games.

...

Sean Jacquemain is a Content Producer for CMON, and Managing Editor and photographer of *The Daily Worker Placement* blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.







# UNFAIR

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# THE CREATION OF MASTER OF ORION THE BOARD GAME

## MASTER OF ORION

CZE 02505..... \$35.00 | Available April 2017!

Development of *Master of Orion: The Board Game* started in November 2013. We were playing a lot of different card games at that time, particularly *Race for the Galaxy* and *Warhammer: Invasion*. The latter we played on a tournament level, which helped us gain the understanding of how to apply various card mechanics. For our game we chose to feature a common deck, a resource engine, and the ability to attack your opponents. It was very important to us that this game be both engaging for experienced players and accessible for novice players.

We had a vision of a game in which each player had resource tracks and the in-game possibilities for each player depended on the number of resources they had. Players would play cards one over another to create 'Systems' and only the top card of each System would have an active effect. We divided each resource track into three parts. In very early versions, it allowed players to activate only certain cards. Later, it limited the number of cards that could be in a player's hand. In the final version, the three parts of the resource tracks became an indicator of the number of available actions.

We crafted the first prototype, blending a card game and a Eurogame. We then contacted Hobby World, the largest board games publisher in Russia. Thankfully, they were very interested in our prototype and all further development was a joint effort.

The choice of *Master of Orion* as the IP for our game was made to coincide with the relaunch of the groundbreaking 4X strategy video game, first released in 1993. As a genre, 4X strategy games are difficult to create due to the complicated mechanics, which include developing technologies, taking over territories, and attacking other players. In the case of 4X tabletop games, there is traditionally a large number of components, such as game boards for all the players and miniatures to represent units. There have been several classic 4X strategy board games released: *Twilight Imperium*, *Eclipse*, and *Space Empires*, among others. While they are great games, we chose to make a fast-paced game experience with a minimal number of components, while still maintaining the feeling of a sprawling, complex game. The world of *Master of Orion* fits seamlessly with this idea to create an atypical 4X strategy game.

In *Master of Orion: The Board Game*, you manage one of the races from the *Master of Orion* universe. You develop, build up, defend, and advance the technological level of your civilization largely by playing Structure Cards, which require the payment of certain resources.

Played cards form stacks called Systems (representing planetary systems). A player can either build upon current Systems or create new ones, thereby expanding their capabilities.

Cards in players hands represent the Structures available to be built for their civilizations. To gain more cards, you need to perform a Research Action. Some races are smarter than others, a fact reflected in their abilities. For example, Meklar cyborgs at a given moment have access to more Structure Cards than other races, while Psilons, as outstanding scientists, can gain more Structure Cards per Research Action. In general, while working on the features of the races and Structure Cards we tried to keep the names and abilities as faithful as possible to the original *Master of Orion* video game.

Each planetary System brings you resources that can be spent to construct Structures and Attack opponents. There are two main ways to acquire resources: gaining them from your Systems in the beginning of a round or an Exploitation action, which

involves discarding a card from your hand to gain the resources indicated on the card.

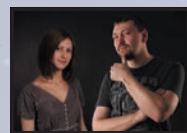
Developing the Attack mechanics was a painstaking process. Conceptually, we wanted to make a game in which player turns took the shortest amount of time possible. Complicated battle gameplay often results in two players fighting, while everyone else sits around feeling bored. That's why we created simple (and fast) Attack mechanics. We decided to track Morale, with it decreasing by 1 whenever a player has to defend against an Attack. This makes attacking minimally harmful for the Defender while remaining a key part of gameplay.

In real life, war is fought to build a country's prestige or gain resources, so we thought the same thing should be true here. In our game, prestige is measured by Victory Points. Players gain Victory Points for each Attack, as well as the construction of Structures. Moreover, since fighting a war requires a lot of resources, even the most militant race will lose its advantage without well-developed Systems that have numerous Structures.

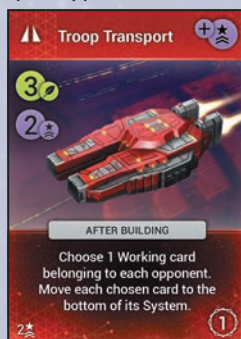
We feel that *Master of Orion: The Board Game* captures the essence of the original video game in a strategic card game that brings to life the challenges of developing a civilization in space.

...

Igor Sklyuev was born on May 12, 1987 in Bratsk (Irkutsk region). Moved to Novosibirsk in 2004 for studies. He graduated with a MA in 'IT and computing' and currently works in 2Gis company as a programmer. Igor began developing board games in 2012.



Ekaterina Gorn was born on April 16, 1990 in Novosibirsk. Studied graphics design in The Institute of Arts. She currently works in A.Studio branding agency as a designer and an illustrator and began board games development in 2012.





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# TRICKS OF THE GAME TRADE

by Jon Leitheusser



## DELVING INTO DUNGEONS!

Dungeons don't really play a very big role in the real world (unfortunately), at least not in the way we all think about them in fantasy roleplaying games. Unless you're an archaeologist or spelunker, you probably don't get to explore many ancient, abandoned ruins or plumb the depths of dark, mysterious caves.

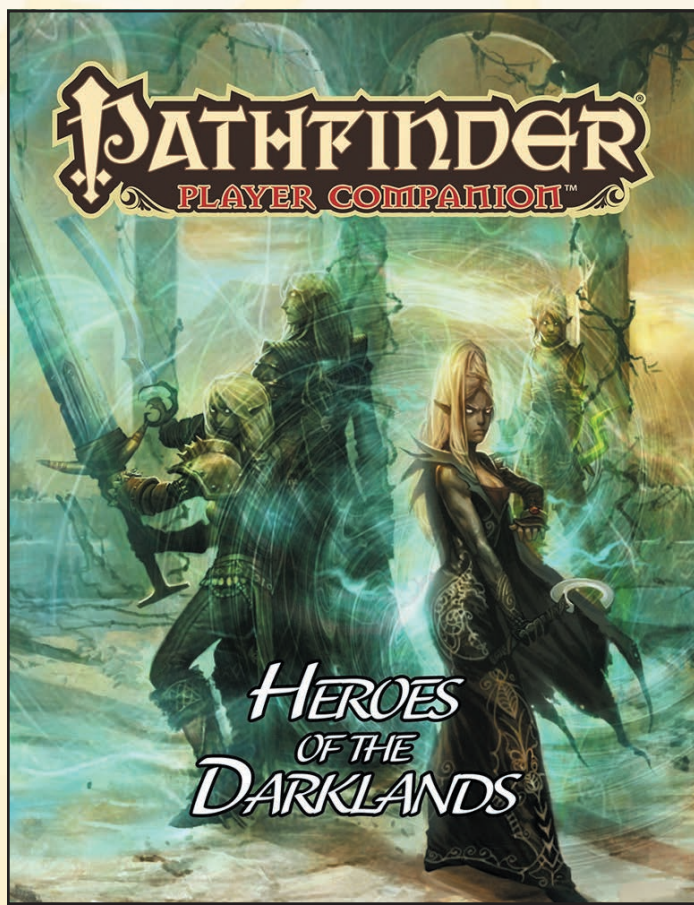
That being the case, it raises the question of why dungeons are such a common trope of fantasy games. Why do they exist? What purpose do they serve? And why should you as the player or GM care?

There are, of course, answers to each of these questions, which we're going to cover in this month's column, which was inspired by *Heroes of the Darklands* for Paizo's *Pathfinder Roleplaying Game*. When the information for that book surfaced, it immediately conjured up thoughts on dungeons, cave complexes, and why they're so common in fantasy gaming.

## WHY DO DUNGEONS EXIST?

Roleplaying games grew out of the miniatures gaming community. Initially, they were historical miniatures games, but then fantasy elements, like dragons, magic, and wizards were added to spice things up and offer unique challenges and gameplay options. The game designers were, naturally, avid fans of fantasy novels, so they drew inspiration from J.R.R. Tolkien and other authors who often featured some manner of dungeon, underground city, or caves and tunnels as part of their stories.

Eventually, players started portraying a single character on the battlefield instead of a small group or large army of figures. The players made decisions for their character only and the game master was responsible for setting up the situations they would encounter—these were obviously the first game masters. Most games in this time period were mostly about combat, commonly called “hack and slash” games.



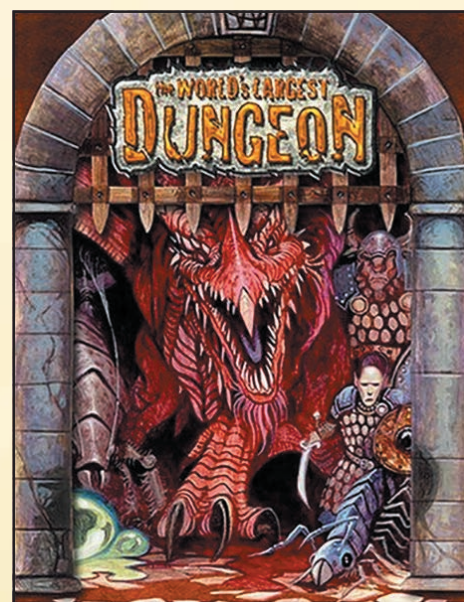
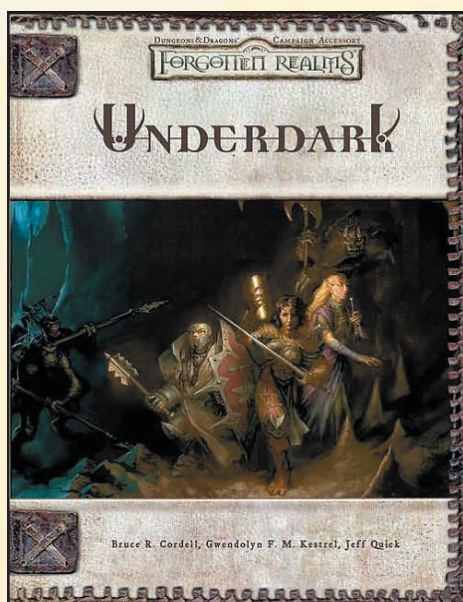
Originally, one of the earliest “dungeon crawls” was set up as part of a larger campaign in which the players needed to sneak into a castle through a secret entrance. The players were so thrilled, the GM ran the adventure numerous times, making the dungeon larger and more challenging each play session.

## WHAT PURPOSE DO DUNGEONS SERVE?

Dungeons limit options. Sure, they mimic what already exists in fantasy stories, but in a happy accident, they also restrict players' choices and make it easier for GMs to run the game. So, instead of needing to prepare a huge, sprawling setting in which the characters could do anything and go anywhere, a dungeon allowed the GM to confine the players to a small set of actions: move forward, turn left, turn right, open the door, attack the monster, disarm the trap, etc. The characters could only move and had access to areas they were able to find through exploration—exploration that was limited by the fact that they couldn't see where the passages led or into which room the next set of doors opened.

In designing a dungeon, the creator is able to set the pace of the adventure by starting small and giving the players a chance to gather information and items that aid their characters in uncovering the next step in the adventure and, ultimately, enduring (and surviving!) the more challenging aspects as they delve deeper. Often, well-designed dungeons restrict access to some sections until a specific key is discovered, which gives the characters a reason to fully explore one part of the dungeon before being able to move onto the next, more dangerous portion.





## AS A GM, WHY SHOULD I CARE ABOUT DUNGEONS?

As a GM, dungeons make your job much easier. Take, for example, running some characters through an adventure in a city. One character might decide to take to the roofs, another sneaks through the shadows and alleys, while the rest march down the street because they know trouble is coming. Even in this simple setup, you have to discern how to involve all the characters in whatever occurs next. When trouble does arrive, one of the characters decides to open a random door and take cover while shooting his crossbow, which means you need to know where the door he opened leads to.

On the other hand, in a dungeon, the characters are limited by how you've constructed the dungeon. Sure, an adventurer could sneak ahead and do some scouting, but they're always running the risk of being attacked, falling prey to a trap, or getting cut off from the rest of the party. Basically, a good dungeon allows you to control the flow of action by limiting player choices, which in turn means it dwindles the number of things you have to devise on the cuff.

## AS A PLAYER, WHY SHOULD I CARE ABOUT DUNGEONS?

This may be a bit meta-gamey (the term 'meta-game' means using your knowledge as a person in the real world to influence what your character does in the game), but as a player, when your character is in a dungeon, you should be aware that everything is there for a reason. If there's a locked gate that's impossible for the rogue to open, that's probably because whatever's behind the gate isn't meant to be encountered until you find a means to properly access it, or until you're more powerful (or, in some way, better prepared). So, when you encounter a door you can't open, instead of railing against it and expending all sorts of resources to get through it, move on and hope that you discover another way in, because chances are you'll find one.

If you're playing in a game that's rooted underground, such as in the Underdark of the Forgotten Realms (*D&D*) or the Darklands of

Golarion (*Pathfinder*), you should inquire if there are specific skills or other abilities that might be useful for dungeon delving. Sometimes it's fun to play a fish-out-of-water role, but it's also fun to create a character who's comfortable or at home with being underground or in ruins. As a player, it's up to you to create the sort of character you want, so if dungeons are going to be the focus of the campaign, take advantage of that knowledge. The *Heroes of the Darklands* for *Pathfinder* includes a number of options and skill sets to choose from.

## TAKE IT TO THE TABLETOP

We've covered a number of the reasons why dungeons are so prevalent in fantasy roleplaying games, but we can't deny the fact that they're just, plain fun. Dungeons grant opportunities for unique challenges, such as traps, encounters, and puzzles, and give the game structure, making it easier for the GM to run and the players to engage in.

As an aside, the opposite of a dungeon crawl is called a "sandbox" style of game. In a sandbox, the GM builds an area and plants a number of adventure hooks or encounters for the characters to discover on their own. Instead of being groomed as a dungeon crawl, the sandbox is all about spontaneity, exploration, and the choices the characters make.

...



Jon Leitheusser is a writer, editor, and game developer. He published the Dork Tower comic book, was the HeroClix game designer for years, was a content designer for Champions Online and Neverwinter, was the Mutants & Masterminds game developer for Green Ronin from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on Advanced Dungeons & Dragons

and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!



# BY THE NUMBERS



by Corey Perez and Luke Hardy



We are truly living in a wonderful time to be painting miniatures. So many different manufacturers are producing such beautiful sculpts and today we're going to take a closer look at two non-bipedal figures from Corvus Belli's *Kerail Preceptors Tohaa Box Set* (CVB 280925-0563), the Symbiobeasts!



For this exercise, we'll be using the *Non Death Chaos Paint Set* (VAL 72302NEW) from Vallejo to work on shadow and depth on miniatures. This set includes six paint colors and two washes (see the inset box for the full list) and is well-suited for the more "otherworldly" miniatures out there.



Aside from the colors themselves, this set includes a step-by-step guide with photographs to ensure that we get the best results from the included paints. When it came to color choices and techniques, I deferred to these instructions rather closely.

With that disclaimer out of the way, this will be a medium difficulty tutorial as some of the techniques like glazing and washing can be tricky until you have a bit of practice.

## SYMBIOBEAST #1

- I began by priming each mini with a mid-ranged value ("Value" is defined as the lightness or darkness of a color) as this will allow us to easily darken in order to create shadows or build up lighter colors to produce highlights in later steps. I used an airbrush for the base coat for expediency, but this is not necessary; you can apply the primer normally via brush.



- After priming, I began to drop in the shadows using a blend of 70% Sombre Grey and 30% Royal Purple. I also used the airbrush for this step, but a wash can be used over the entire mini focusing on the recesses.



- The next shadow layer is a wash of pure Royal Purple used in the deepest folds. In addition, several layers of glaze consisting of Red Ink and Royal Purple were used on scar tissue and where the armor meets the flesh.

Also in this step, I built up the highlight using several thinned down coats of Pale Flesh. I blended this by dragging the pigment on the brush from the bottom of the highlight towards the top of the highlight, concentrating the pigment at the top. Depending on how thin you make the Pale Flesh, you may need to go back with a clean wet brush and feather the lowest part of the highlight.



- To create a more vivid and uniform color I glazed the main muscle mass with Turquoise. I then went in with a glaze of Red Ink on the distressed areas such as the mouth and where the flesh meets the armor.



## SYMBIOBEAST #2



- I began by priming the mini with Dead Flesh. I used multiple coats of paint, thinly applied, to maintain the detail of the mini.



- Next, I mixed a wash using 50% Red Ink and 50% Sepia Ink. Then I began to define the scarred areas or where the armor plating meets the flesh with the wash.



- Excluding the scarred areas, I then built up the green tones by applying a wash of Livery Green.



- Again, avoiding the scarring, I added contrast to the Livery Green base with a wash of Sombre Grey, and then three more additional washes in the recess further darkened the shadows.



- Next, I completed the shadows by using a wash of Royal Purple to really bring out that sense of depth.



- After that, I brought the highlights back out by dry brushing the raised areas with Pale Flesh. (This may initially look a bit extreme, but it will tone down after the next step.)



- I then re-applied the washes we used in Steps 2 and 4, as well as a glaze of Livery Green over the green sections while avoiding the "shadows." This took several coats, but helped bring the entire piece together.

Finally, in order to complete the definition, I applied a final highlight of Pale Flesh to the highest raised points of the mini such as the top of the shoulders.

### FINAL THOUGHTS

This is a good set overall, but it doesn't have the range of uses that some other Vallejo kits offer. If you need a kit to paint either blue or green fleshtones then this kit is perfect, but your options are otherwise limited. The instructions are very good for showing concepts of shading and highlighting and include handy infographics to illustrate these concepts, but is vague on consistencies and methods of paint used.

I think the instructions included are focused on larger-scale models with more texture than the models I used. However, these kits still give you the tools for creating some striking and unique demons, monsters, or even orcs. I would recommend this to anyone looking to go beyond the beginner level or for someone more advanced who wants to add some new color themes to their miniature repertoire. Beginners could make good use of the color scheme included, and this kit would also be helpful in teaching them some more advanced techniques.

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### NON DEATH CHAOS PAINT SET CONTENTS:

Step-by-Step instructions with pictures

72.003 Pale Flesh

72.024 Turquoise

72.035 Dead Flesh

72.086 Red Ink

72.016 Royal Purple

72.033 Livery Green

72.048 Sombre Grey

72.091 Sepia Ink



**ANDROID: NEW ANGELES (FFG AD03)**

From Fantasy Flight Games, reviewed by Eric Steiger and Rob Herman



14 &amp; Up



4 - 6 Players



180 Minutes



\$59.95

In Fantasy Flight's *Android* universe, New Angeles is a city of over a billion people, nestled at the bottom of the world's only space elevator. In our universe, *New Angeles* is a game of cutthroat business dealings between megacorporations exploiting the city to turn as much profit as they can before conditions get bad enough that the US government takes over to restore order. Social collapse can be narrowly avoided if you all cooperate, but corporate rivalries and backroom government contracts insure that's not going to happen.

In *New Angeles*, each player is a corporation with a specific goal, one that will be familiar to *Android: Netrunner* players. Jinteki gains capital (victory points) by removing diseases from districts in the city. Haas-Bioroid gets an advantage when the android laborers move around. NBN benefits from media consumption, reducing unrest in the city. Additionally, each corporation has access to a different combination of action cards that allow them to perform these necessary tasks...if they can make a deal.

Additionally, each player has a secret victory condition. To win, you must end the game with more capital than your randomly-drawn rival player. If your rival is yourself, then your goal is to be in the top 2 or 3. However, one player, instead of having a rival, may be the Federalist, who secretly wants the city to collapse so they can reap their fat government contract...but only after they've achieved 25 capital for themselves. Depending on the rivalries, there may be multiple winners of the game, or you could all lose.



The heart of the game revolves around Demand and deals. At the beginning of the game, a Demand card is revealed to show what resources the city must generate to stave off a disaster (represented by an increase in the Threat level – once the Threat hits 25, the city collapses and it's game over). You have two rounds in which to produce those resources, which is achievable...but just barely. On the active player's turn, they will make an offer from the action cards in their hand. This offer could be to remove disease from a district, reduce its unrest so that the androids working there can get things done, send in private security to force out rioters and organized crime, etc. Going around the table, each player can then make a counteroffer from the cards in their hand – but each time you replace a previous player's counteroffer, it costs you additional cards. Once the offer and counteroffer are established, the remaining players can vote with their cards to decide which one they accept. Whichever one goes through, that player chooses how it resolves, as well as taking an asset card as a reward. Assets can be one-time benefits or ongoing abilities, but they are always positive. After two full rounds, in which all players will have had multiple opportunities to make offers, demand must be met or the Threat level increases. This repeats twice more, for a total of six rounds and three demand rounds.

Like in any Fantasy Flight game, there are multiple wrinkles to this basic concept – disease forces the Threat level up when infected districts do work; organized crime steals the hard-earned resources of a district; and Human First agitators cause riots when android labor replaces human jobs. All of these obstacles can be mitigated, but it takes time and requires you to make deals to do it. You might not be able to deal with all of these threats at once, but you can handle some...unless there's a Federalist who secretly wants you to fail, or someone simply gets greedy and makes a grab for more capital.



Not surprising, negotiation and trading play a huge part in *New Angeles*, and the game has specific rules for how these are to be handled. If both parties come to an agreement and perform it at the time it's made, then it's binding. For example, during the support phase, if I offer you 1 Capital in exchange for 1 card of support on my offer, and we can both deliver immediately, we must. However, if a player promises to do something in the future, they aren't bound to do so.



It's very difficult to compare *New Angeles* to any one game. The color-pie split of action cards and the obligations of each player, as well as the use of those cards as resources, is reminiscent of FFG's *Battlestar Galactica*. The Federalist traitor-mechanic, as well as the individualized victory conditions, is most similar to Plaid Hat's *Dead of Winter*. If you like either of them, you will most likely enjoy *New Angeles*, although the play is quite different from both. But it does have that same cooperative/competitive hybrid feel, as well as the panicked sense of having to triage too many crises to handle at once. A special note should be made about the plastic figures – these could have just as easily been cardboard tokens, but they are really nice and look great on the board.

...

*Eric and Rob are your friends, and friends wouldn't let you play bad games.*





BBC

# DOCTOR WHO

## TIME OF THE DALEKS

THE GAME THAT IS BIGGER ON THE INSIDE



Have you ever wanted to be the Doctor, traveling through time and space, meeting companions and having adventures?

Doctor Who—Time of the Daleks is a semi-cooperative boardgame where you become one of six regenerations of the Doctor, traveling through time and space to stop the Daleks from erasing the Doctor from time and taking over the universe.

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**SPRING 2017**  
**\$74.99**



### Game Contains:

- |                       |                      |
|-----------------------|----------------------|
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| 6 TARDIS Consoles     | 45 Tokens            |
| 1 Scoreboard          | 36 Character Cards   |
| 25 Location Tiles     | 40 Timey-Wimey Cards |
| 30 Dilemma Tiles      | 6 Reference Cards    |
| 12 Time Anomaly Cards | 1 Rulebook           |

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Watch Table for Two Show!



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## FIGHT FOR OLYMPUS (MFG 3517)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



12 & Up



2 Players



30 Minutes or Less



\$28.00

Here is another great 2-player game from our friends at Mayfair! We've reviewed quite a few of Mayfair's 2-player games, and must say this one is now among our favorites. Not only is this an awesome game, but it *looks* great, too! The artwork on the cards and the game board is simply gorgeous! We also like that the game board is 18½" x 3" and folds in thirds to make it portable.

In *Fight for Olympus*, the gods are battling on Mount Olympus, and some are leaving. Your goal is to take the place of one of the gods, but your opponent is also trying to do the same thing. So, you must battle it out to stake your claim!

### WAS THIS GAME EASY TO LEARN?

The rulebook is a mere six-pages long with lots of fantastic diagrams to help you learn. We read the rules and were off playing within a few minutes, and never looked back.

### HOW IS IT PLAYED?

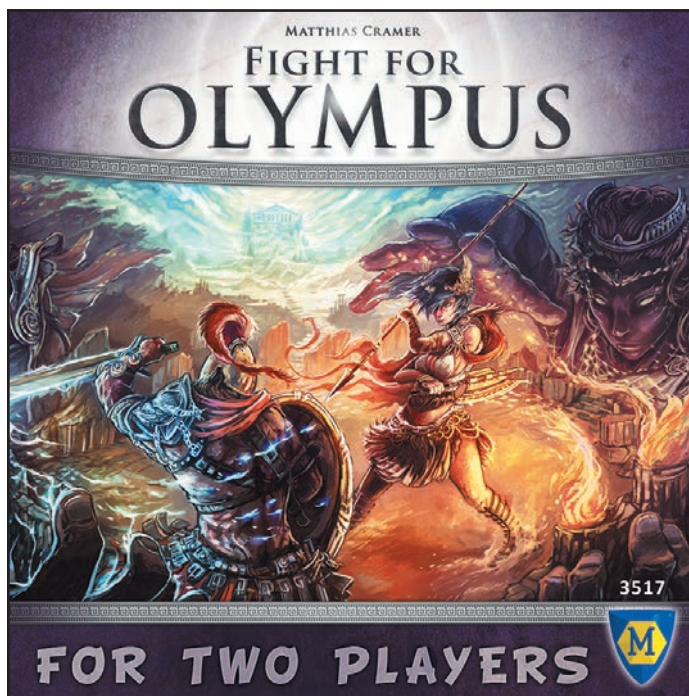
The game board is placed between the two players. On each side, there are six spaces for each player to utilize their units. Units across from each other (opposing units) attack one another. During the attack phase, if you have a unit on your side with no opposing unit, you gain a bonus depending on the area of the board you're on. There are three areas:

- **Troy** – there's one card space for a unit on each side in Troy – if a player has no opposing unit during the attack phase, they get to pick up a card from the draw pile as their bonus
- **Delphi** – there are two card spaces for units in Delphi – if a player has no opposing unit during the attack phase, they get to take one of four colored markers in Delphi as their bonus, which can be used in place of paying to use a card (more on that later)
- **Mount Olympus** – there are three card spaces on Mount Olympus – if a player has no opposing unit during the attack phase, they move a counter along a VP track in the direction of their side. The counter starts in the middle on 'zero', and each side of the board has 'seven' spaces for each player – if either player gets to the 7<sup>th</sup> space on their side they automatically win the game

After placing the board, put four colored markers on Delphi, and the counter on Mount Olympus to start the game. Shuffle the deck of 98 cards which includes Heroes, Soldiers, and Equipment – each player starts with six cards and the rest go in a draw pile.

On your turn, you can:

- **Play cards from your hand** – you are looking to play heroes or soldiers to an open space on your side of the board, plus equipment which can make them more powerful – you can play as many cards as you like on your turn, but to play those cards you need to "pay" using other cards in your hand. Each card has a "color" or wild card designation. To play a card from your hand, you need to pay for it by discarding other cards of the appropriate colors. For example, if I want to play my heroine, she costs me one red and one yellow card. If I don't have any in my hand to discard, I can't play her.
- **Attack** – once cards are played, you can attack an opposing unit directly across from yours. Each unit has attack and



defense values. When you attack, you put damage tokens on the other player's unit equal to your attack value. Once it's met the defense, the other player's unit is discarded. If there is no unit to attack, you receive the bonus feature based on the area of the board (see above).

- **Draw new cards** – once attacking is completed, draw two cards to add to your hand.

Some of the cards have special abilities when you play them or when you attack. It is important you read the cards as you play them, so you are aware of those abilities.

One of the following ends the game:

- All spaces of the board are occupied at the START of the player's turn
- A player gains seven victory points in Mount Olympus during play
- The draw pile is empty – then the player with the most VP in Mount Olympus wins

The fun part of all this is trying to rid your opponent of his units by playing cards that have higher attack and defense values – which can be challenging, because they cost more cards. You also need to monitor how much VP your opponent is capable of gaining. There's a lot of strategy on how best to play your hand!

### TIMING OF THE GAME

This is a game you can play more than once in a sitting, not just because it takes less than 30-minutes to play, but because you will want to play again, and again, and again... like we did!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!





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# CLANK! A DECK-BUILDING ADVENTURE (RGS 00552)

From Renegade Game Studios, reviewed by John Kaufeld

 12 & Up	 2 - 4 Players
 30 - 60 Minutes	 \$60.00

Well, it seemed like a good idea at the time — back when you were all in the pub, swapping tales of bravado over ales.

But, apparently, there's a big difference between challenging your fellow thieves to a treasure-filled race through Nictotraxian's castle versus scrambling, stomping, and literally running for your life from a highly perturbed dragon. (Maybe you shouldn't have called her "Nicky.")

Welcome to the world of *Clank!*, from Renegade Game Studios, where artifacts are the goal, the dragon just wants some sleep, and both riches and danger lurk in every passage.

Let's sneak past the dragon and grab what you need to know about this game.

## IT'S A DECK BUILDER

At its heart, *Clank!* uses a classic deck-building mechanic. Everybody starts with an identical 10-card deck that gives you some boot icons for movement and skill points for buying new cards.

You add new cards to your deck by purchasing them either from the reserve area or the dungeon row. Reserve cards are improved versions of the basic cards in your deck, with features like more boots, buying power, or swords for fighting monsters.

Cards in the dungeon row give you even bigger bonuses or they offer the opportunity to defeat a monster and gain a special benefit.

## IT'S A BOARD GAME

Although the cards drive the game, they're only half of the story. *Clank!* also relies on a double-sided game board where the *real* action takes place.

Since the game's storyline depicts a classic dungeon delve, exploring the board is a very linear process: go down a corridor, look through a room, then explore another corridor. You can't skip randomly around the place; you have to deal with what's in front of you.

That sets up fun tension between your deck, the available new cards, and the game board. For example, a truly awesome card might be available for purchase in the dungeon row, but because of your board position, you really need a couple of those reserve cards that give you extra boot icons for movement. But, someone else might buy that cool card before your next turn. But you **REALLY** need the boots! And you can't afford to buy them both! *Argh!*

## PICK YOUR GOALS

The combination of board movement and deck-building makes you choose a strategy and plan your approach. The game puts tons of options out there, so you need to focus on a goal or you'll spend the game wandering aimlessly and ultimately getting eaten by something. *Ew!*

In order to win, you need an artifact from the dragon's treasure. It doesn't matter which artifact you grab as long as you get one. The first artifact is only five moves from the entrance, but it's also worth a lot fewer points than the ones buried deeper in the caverns. That's why you need to pick a plan and make it work.



## BEWARE THE CLANK!

As a sneaky thief, you know that noise is *bad*. And, carrying all kinds of golden goodies, you know that making noise is inevitable. That's where the game's name comes into play.

The noise you make is called "clank." The game represents that noise with cubes for each player that go onto the clank board space. The clank cubes introduce a push-your-luck element to the game. The more noise you make, the more you risk getting injured when the dragon attacks.

## LIVING IS OPTIONAL

When cards in the dungeon row trigger a dragon attack, the cubes get mixed into the dragon bag. Players then draw out a certain number of cubes depending on how angry the dragon is. If your color cube comes out, then you get an injury. Take enough injuries and you're knocked out.

Healing is available at several board spaces and through certain card combinations, but technically you don't need to be conscious to win the game.

If you get an artifact and make it out of the dungeon depths before getting knocked out, then the friendly townsfolk will haul you out to safety. If you get knocked out in the depths of the dungeon, then the friendly monsters haul you to the kitchen.

## VERDICT

Even though other deck-building games (such as *Trains* from AEG) use a similar hybrid card game/board game mechanic, *Clank!* puts the pieces together in a unique and very entertaining way.

The mechanics of the game balance each other very well. The flavor text on the cards adds the right touch of humor and entertaining backstory elements, so your gaming group can recount fanciful tales of when Janet found the MonkeyBot 3000 and almost died because the silly thing clanked so much.

Like all deck-building games, you spend a lot of time shuffling your cards, so think about investing in some sleeves — at least inexpensive, basic "penny sleeves" — to protect your cards and make the game last longer.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).





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## TALES &amp; GAMES: ALADDIN &amp; THE MAGIC LAMP (IEL 51337)

From Iello Games, reviewed by Rebecca Kaufeld

 7 & Up	 2 - 5 Players
 20 Minutes	 \$24.99

The day you found the lamp, everything changed. It looked like it fell out of a fairy tale. Gold and shiny, polished to perfection... yet rubbed down where someone wished too hard. Maybe you shouldn't have touched it, but you needed to know if genies were real. It transported you to another time, another life, when a boy called Aladdin had a dangerous quest: find the Genie, escape the cave of riches and gold, and use his new wealth and the Genie's power for good.

Unfortunately, it dropped you into the middle of the story, when Aladdin is trying to get out of the cave.

Lucky for him, you know how the story ends: happily ever after. Lucky for you, he's already carrying more gold and jewels than he needs, leaving plenty in the treasure chests for you. Now you just have to find them and escape before the evil sorcerer (you know, the one that got Aladdin into the cave in the first place) gets impatient and comes in after you.

In *Aladdin & The Magic Lamp*, part of Iello's *Tales & Games* series for 2-5 players, each player has the opportunity to play Aladdin's part in the story. By searching through chests of treasure and using precious wishes to get the Genie's help, players try to collect gems and jewelry to carry back into the real world.

Now, it sounds easy. Walk in, open a chest, pull out some gems, walk away... but magic is a *little* more complicated than that.

Each player has a purple 6-sided die and a mini "board" with three treasure chest icons: one bronze, another silver, and a third gold. Each chest has its own stack of treasure cards, and the die tells how many treasure cards you want to draw this turn. Players secretly choose their treasure chest and a number of cards to draw, trying to find the magical balance between being greedy and getting more cards than anyone else.

Then, everybody reveals at the same time. (Because magic can be messy.)

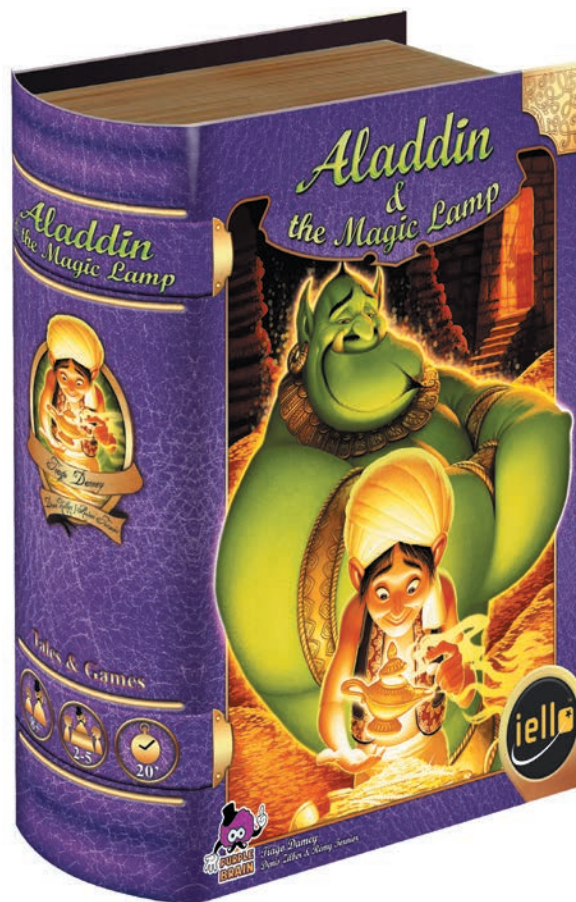
If everyone chose a different chest, great! Time to start drawing cards. Remember to avoid the scorpions — if you find as many scorpions as the number on your die, they successfully scare you off, leaving the treasure behind as you run away. (Not awesome. *Aladdin* wouldn't be *im pressed*.)

What if one player chose the same chest as somebody else? Oops. Only one player can draw cards from a chest, so the less greedy player (the one who wanted less cards) will get to draw.

This is why it's important to choose lower numbers. Greed, or wanting the most, doesn't (always) pay.

What about the Genie? You can't have a lamp and not have a Genie!

Well, yes.



When two players pick the same number of cards — but not the same chest — someone summons the Genie to declare a winner. The first player to tap the stack of Genie cards in the middle of the table draws the top Wish card from the Genie's deck: a bonus to make your turn a little easier. Ignoring scorpions, drawing extra treasure cards, and changing other players' treasure chests are all things the Genie can help with.

That's your *first* wish. Don't like the top card? Skip to the next one. Don't like the second? You can try a third one, but that's your *last* wish — after that, the card takes effect, whether you like it or not. The sorcerer lurks at the bottom of each treasure chest. When he magically appears (always at the worst possible moment), the round ends and the game is over. The player with the most treasure wins!

And then, after escaping the cave and the evil sorcerer, you lived happily ever after.

The end.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.





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**DUST ADVENTURES RPG: CORE RULEBOOK HARDCOVER (IMP MUH050044)**

From Modiphius, reviewed by Thomas Riccardi

 12 & Up	 2 & Up
 30 - 90 Minutes	 \$56.99

The year is 1947 and the conflict known as World War II still rages across the globe. In this alternate reality, the Earth has encountered an alien race known only as the Vrill. These creatures possessed advanced technology that surpassed ours by leaps and bounds; new weapons were developed such as giant combat walkers that can take on tanks or laser cannons that cut through steel and flesh. Will you be able to survive in this new world? This is the setting for *Dust Adventures*, a new roleplaying line from Modiphius Entertainment.

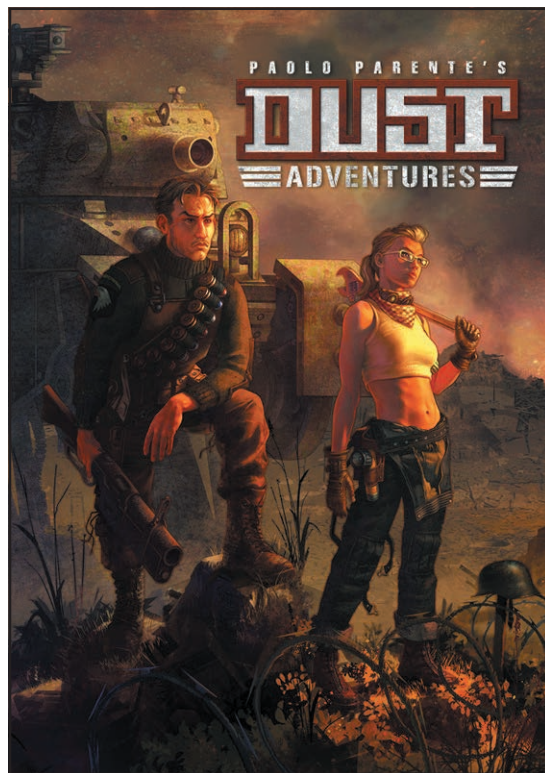
In *Dust Adventures* you'll first be tasked with creating a character. You're given five points to split up between four core characteristics. These are:

- **Mobility:** A calculates a character's speed, agility, and reflexes which affect the accuracy of your weapon.
- **Physique:** How tough a character, which not only defines how large he is, but measures his strength, toughness, and endurance, as well.
- **Mind:** Determines how intellectual and aware he is of his surroundings.
- **Presence:** Which reflects how well your character stays cool under fire, as well as interacts with others.

There's also derived characteristics which include movement (how far you can move in a turn), capacity (how much damage you can withstand), and initiative (determining who goes first in combat). Each of these characteristics have a rating from 1 (average) to 5 (superhuman), but a normal human may not have a rank higher than 4 in any attribute. Next, you flesh out your character by selecting a background and a branch of service, which in turn grant you skills and access to equipment that you'll need during your adventures.

As your character goes on and endures various adventures and encounters, he'll earn Action Points, which can be used to influence the game by either altering dice rolls, creating gadgets, or even altering the plot. However, if the player has Action Points left over he can put those points to use by improving his character's special abilities, skills, and characteristics.

Whether infiltrating a hidden SS base or exploring the jungles of Africa, the main part of any RPG is *action*. *Dust Adventures* uses a simple D6 resolution system and while there are custom dice available any regular D6 would work just as well. The GM assigns a difficulty to any given task, factoring in aspects like cover, line of sight, etc. Once the difficulty is assigned, the player then figures out what attributes and skills can be used in the dice pool. For example, if a character has a 2 in mobility as well as a 2 in rifle skills he would have 4 dice in his pool. The player rolls the dice and tallies up the successes, and then inflicts damage on the target. If the damage exceeds the target's capacity, then it's killed on the battlefield. This makes for a streamlined system which is easy to learn and fast-paced battles. There's also rules for



vehicular combat, as well as a list of all the vehicles, weapons, and equipment that you would find in the *Dust* universe. Also, if you love playing some of the characters from *Dust Warfare*, there's rules to convert them over to this system.

When beginning a new campaign, it can be a bit daunting on getting ideas for adventures. The folks over at Modiphius have you covered with a few adventure seeds for each country. You could be trying to find out more about an Eiffel Tower Project in France, or exploring the ruins of a site out in Roswell — there's tons of great adventure ideas to get you started. There's also an introductory adventure ("Operation Apocalypse") that's a great start for you and your players in the world of *Dust*. This mission tasks you with trying to free a defecting scientist who has some valuable intel. But, will your task force succeed or fall to the horrors of the Third Reich?

This sourcebook also goes into detail about the world of *Dust*, from an expanded timeline to more comprehensive information on the alien race known as the Vrill.

If you love the *Dust* universe you need to check out this game, as it's simply amazing! For more information on this and other games, head over to [www.modiphius.net](http://www.modiphius.net) and get ready to strike back against the invaders!

...

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*





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